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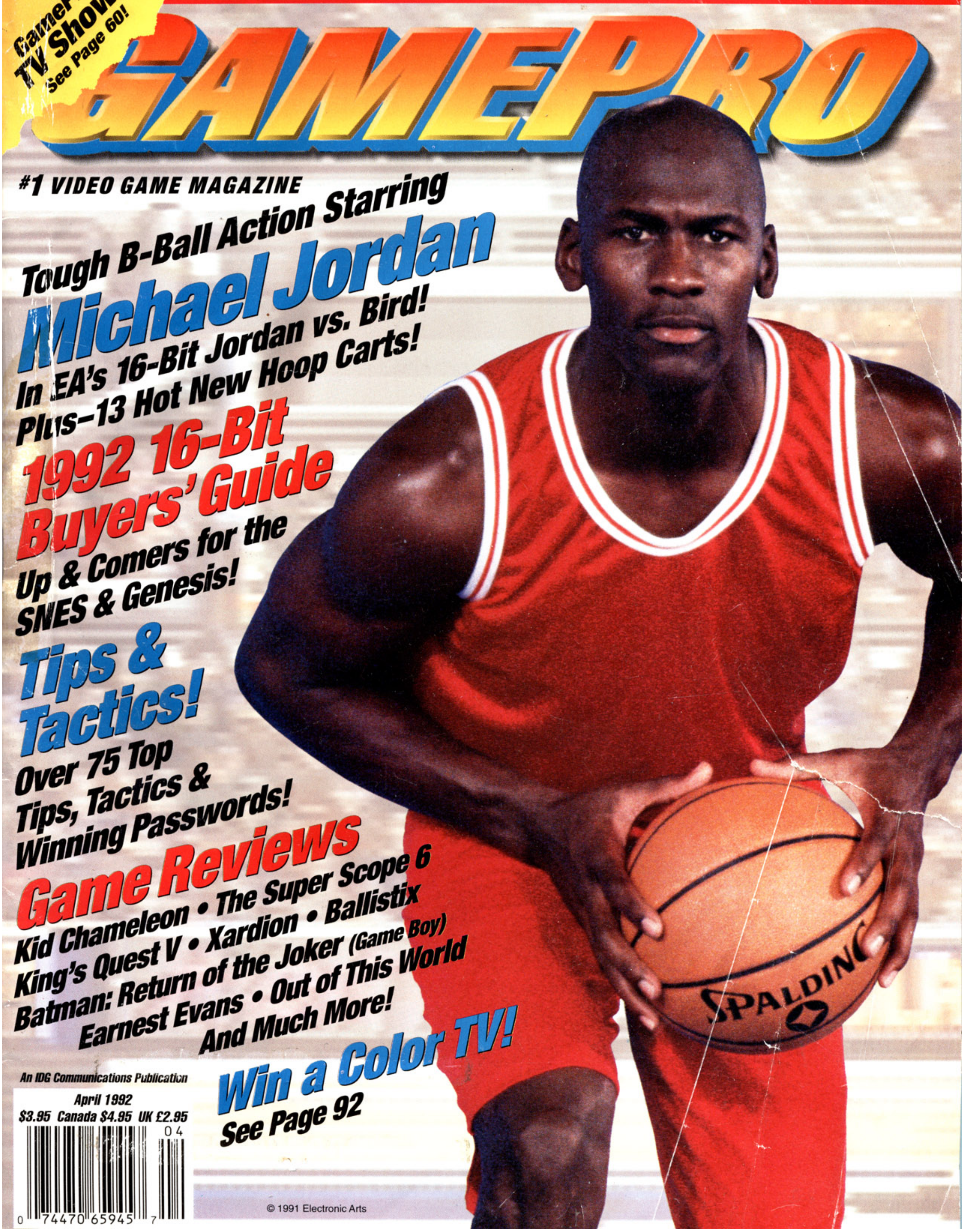
GAMEPRO

#1 VIDEO GAME MAGAZINE



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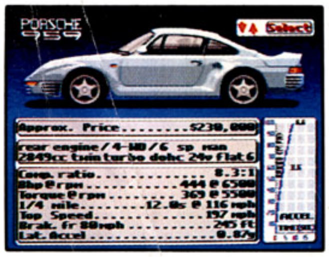

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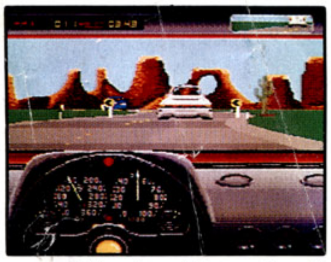

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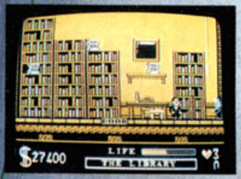

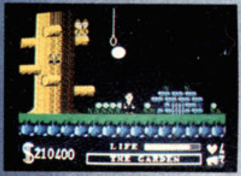

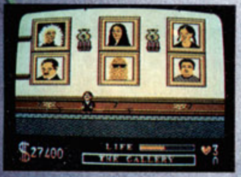

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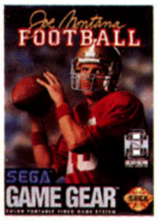
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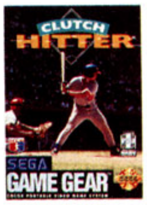
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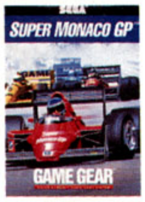
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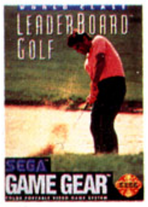
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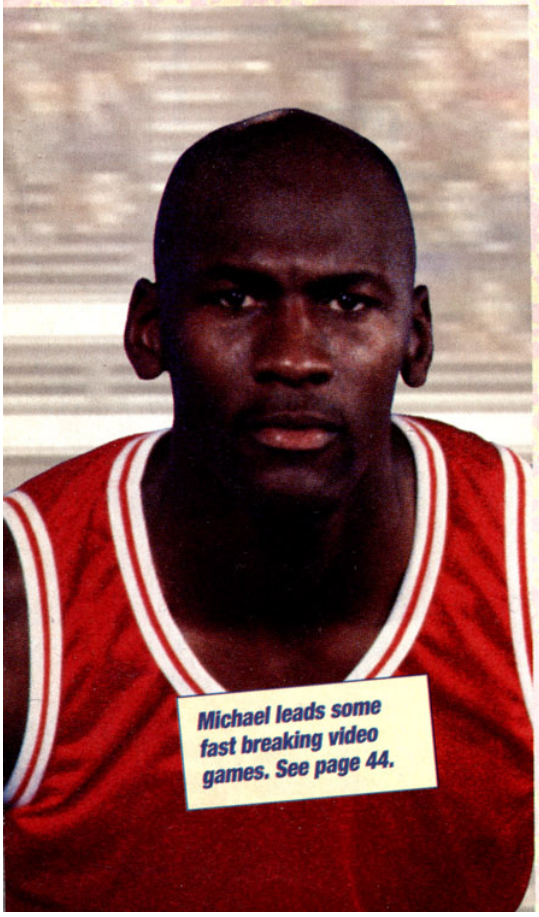

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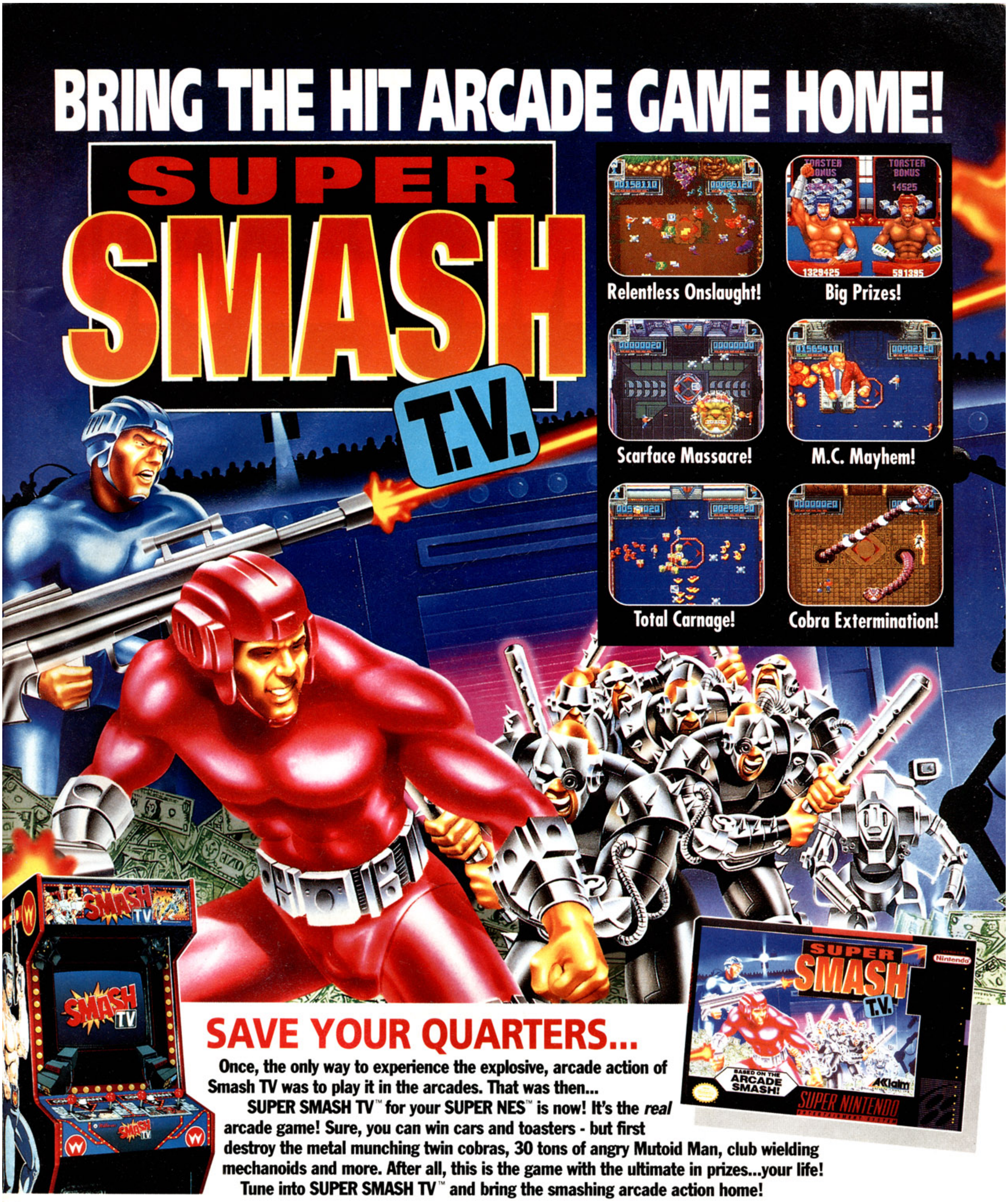
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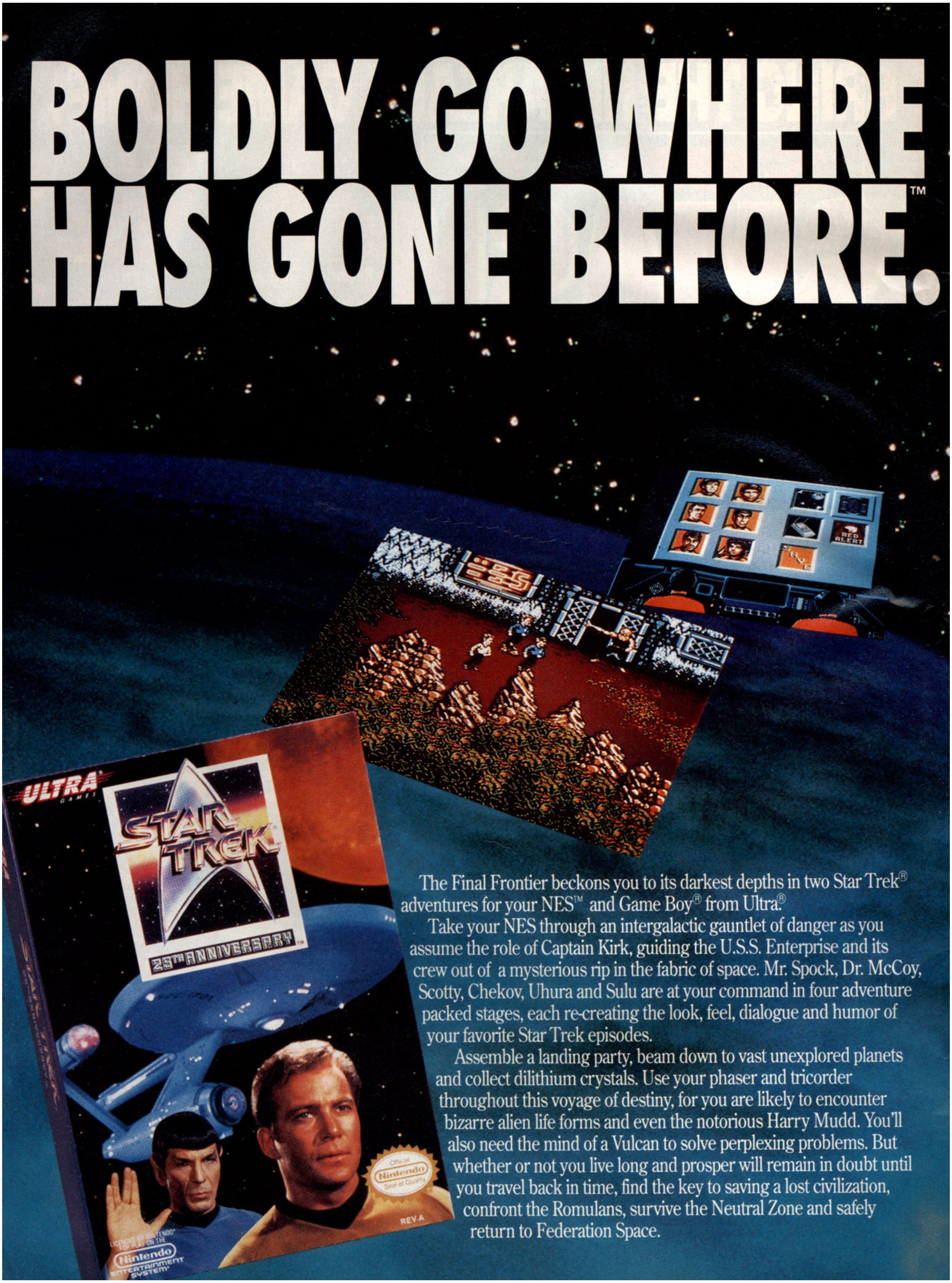
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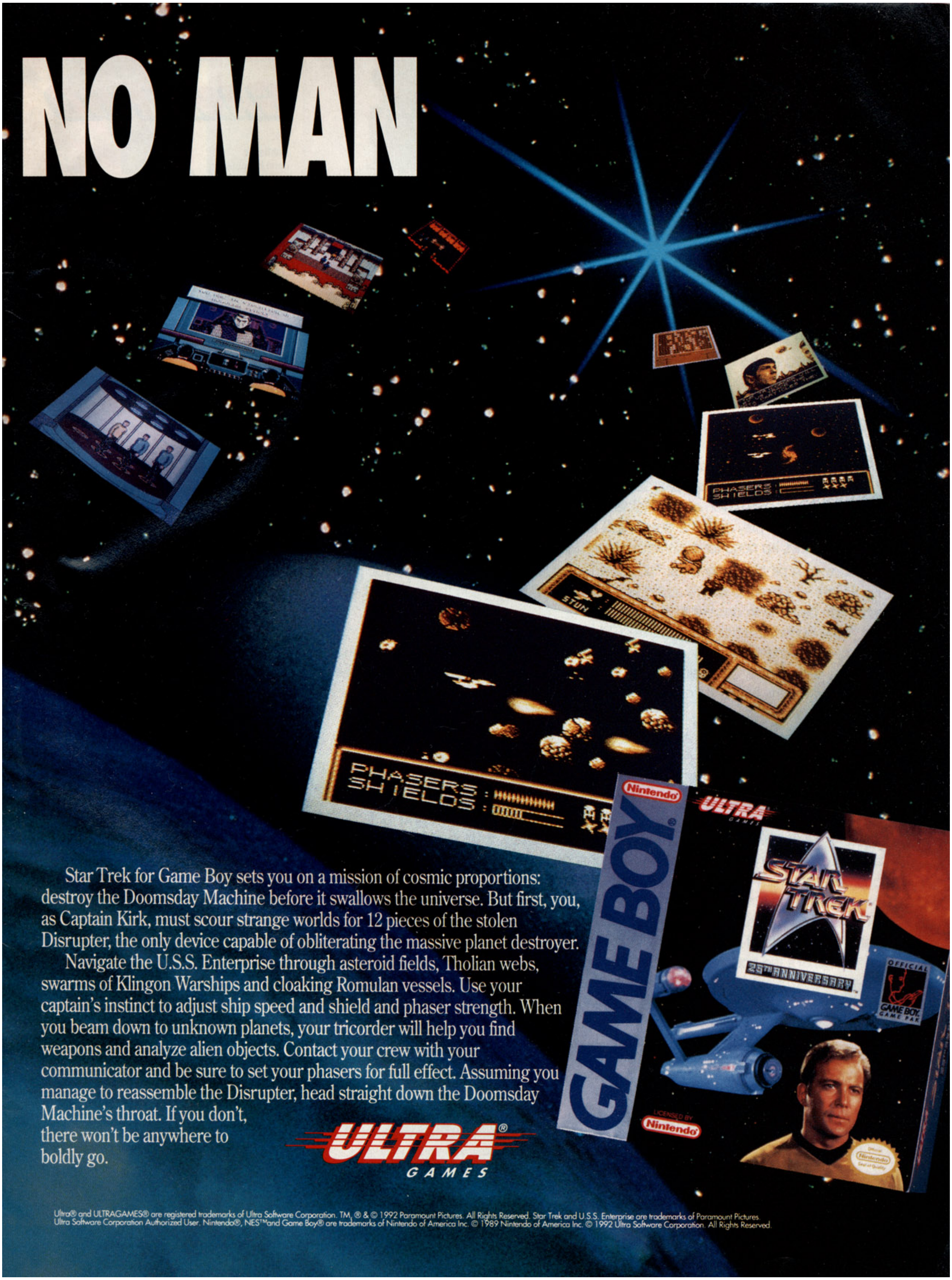
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Nintendo Answers Your Questions

By The GamePros

Nintendo of America jump-started the video game biz back in 1985 with the Nintendo Entertainment System. Over thirty million consoles and several billion dollars later, NOA launched the Super Nintendo Entertainment System last September.

Although the new deck has spectacular graphics and an unequaled sound chip, we've received stacks of "gripe" mail concerning several "perceived" key problems on the Super NES. We had a chance to talk with Bill White, Director of Advertising and Public Relations at NOA, about some of these very issues.

8-Bit Compatibility: NES game players are anywhere from mildly annoyed to furious that they can't play their favorite 8-bit classics on the new 16-bit machine. We asked Mr. White if Nintendo has plans to release an adaptor.

"We think it would be inappropriate in this market to sell an adaptor that is nothing more than a duplication of the original 8-bit NES home system. We offer all the cables necessary to play both the Super NES and NES side-by-side on the same television. So there's no need for such an adaptor," Mr. White responded.

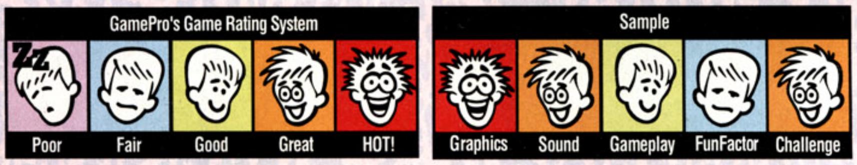
Slowdown: A problem known as "slowdown" plagues many SNES games, such as Final Fight and Gradius III. We asked why "slowdown" happens in the first place, and what can be done to prevent it.

"The Super NES has four separate CPUs which work together to provide an operating environment that is far superior to the Sega Genesis. What has happened in the past [with games which slow down] is a function of programming. By utilizing the full capacity of the environment, programming can maximize the gameplay experience," says Mr. White.

CD-ROM Development: As announced at the June '91 Consumer Electronics Show, Nintendo (in partnership with Philips) is developing a Compact Disc video game drive known as the CD-ROM XA. Many gamers are concerned about the price of the new unit and its real benefits, other than improved music.

"We are looking to bring out a $200 CD-ROM accessory for the Super NES in January, 1993. It will offer price value, but more importantly, great features. Our compact disc accessory will include a system cartridge and a custom real-time graphics coprocessor, which will allow for full-screen, full-motion display. Imagine being able to be a character in a movie and control the events. For example, you could be Robin Hood in Robin Hood: Prince of Thieves, and you could control the outcome of the battle with the Sheriff of Nottingham. That is a quantum leap forward in software."

So what's the bottom line? Nintendo has answered a few of our questions. But the true determining factor for Nintendo's video game success, now and in the future, is whether the company can meet the demands of you – the players.



Graphics: Judges the cart's pix, animation, and artistic design; **Sound:** 5 = Turn up the volume! 1 = Noise pollution; **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun; **FunFactor:** Here's the bottom line: Is it fun? **Challenge:** Rates the computer's smarts and game skills, but remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay, and especially FunFactor.

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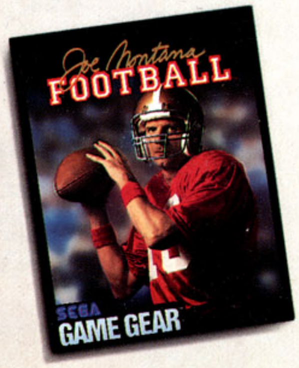

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Home at the Arcades

I'm thinking about buying an arcade machine. Do you have any idea where I can get a catalog or a trade publication on this subject?

Chris Nekon, Cameron Park, CA

(If you're really interested in purchasing an arcade machine, there are a couple of ways to go about it. To purchase an older title, you may want to check with your local arcade. Often, when arcade owners want to make room for new titles, they sell some of their older ones – usually at a reasonable price. Another option is to look through one of the trade publications, such as RePlay Magazine. In the back of RePlay, you'll find a large listing of distributors who offer new and used arcade kits for sale, as well as a myriad of other related products. Since RePlay is a trade magazine, you won't be able to pick it up from the local newsstand. You can, however, write for subscription information at the following address:

RePlay Magazine
P.O. Box 2250
Woodland Hills, CA 91365-9968
– Ed.)

An Encore For Mr. Madden

I recently purchased Electronic Arts' sequel to John Madden: John Madden '92. It's absolutely fantastic! I'm hoping that EA might release a sequel to another of their great sports titles: Lakers Vs. Celtics. Any hope?

Mark Sotelino, Evanston, IL

(This is your lucky issue, Mark. It just so happens that there's a special basketball feature creeping somewhere amongst these pages. Sure enough, we've covered not one, but two, EA basketball games. Actually, it's one game for two systems. It's called Lakers Vs. Bulls (the sequel to Lakers Vs. Celtics), and it will be available for both the Genesis and the Super NES. – Ed.)

The Rare White Game Gear

I am the owner of a Sega Genesis, Master System, and Game Gear. I consider myself to be a Sega fanatic. However, in all my knowledge of Sega products, one thing has plagued me. I've seen advertisements in Japanese magazines for something called a "White Game Gear." What is this so called "White Game Gear," and is there any difference between the two?

Aaron Wenger, Ontario, Canada

(This illusive "White Game Gear" you've being seeing is exactly that – a white Game Gear. In Japan, white coverings for the Game Gear systems are as popular as the basic black version, hence the advertisement for a White Game Gear. – Ed.)

Top of the Charts

I would like to see GamePro publish a list every month of the top ten games, along with their suggested retail prices.

Ed Neidhart, Lockport, IL

(Seems like a viable idea. Maybe some additional feedback would help convince us. Get your pens and pencils to paper, GamePros, and let us know if a monthly Top Ten list is something you'd like to see. – Ed.)

Where's Alex?

What ever happened to the Adventures of GamePro? That was one of my favorite parts of the magazine. Are you ever going to bring it back, or maybe replace it with something else?

Matt Geisler, Marlboro, MA

(Alex West, more commonly known as GamePro, is on hiatus for the moment. We haven't forgotten about our old friend, and we do have some future plans for him. However, we have yet to come to a final decision about when and how we're going to make use of our plans. – Ed.)

Rapping With The Experts

I would like to see you include monthly interviews with video game celebrity-types, such as the World Champion Nintendo player. I think it would be really interesting for the readers to gain some insight into professional views on the latest games, the state of the industry, cutting edge video game technology, and more.

Jason Jerauld, Winter Haven, FL

(When the magazine was first launched, celebrity interviews were part of our regular format. However, after we tabulated the results of our most recent Reader Survey, we discovered that interviews ranked very low and that most people preferred to see the pages used for other things, such as ProReviews and S.W.A.T. Until interviews work their way back up the rating scale, unfortunately, you won't be seeing them on a regular basis. – Ed.)

Sports Fan

Whatever happened to the GamePro annual Sports Issue? I always looked forward to seeing it appear in the January or February issue. However, when my January issue arrived in the mail, I was so disappointed to discover that it was just a regular issue. Will you be publishing a sports issue this year at all?

William Brooks, Inglewood, CA

(Apologies for the disappointment, William. Although we don't have a "formal" sports issue scheduled this year, we plan to run a series of sports features, such as the football feature which appeared in the December '91 issue and the golf feature which appeared in the January '92 issue. As a matter of fact, if you dig into this issue, you'll see yet another sports feature on basketball carts. – Ed.)

Genie Rumors

I don't own a Game Genie. Several of my friends do, and they've told me that the Game Genie creates a malfunction in the NES control deck. It seems that after long periods of use, an NES will no longer function properly without the Genie. Is this true?

Brian Vazzana, Chicago, IL

(We've been using our Game Genies for over a year now, and we've never experienced any difficulties with our NESs. If your friends are having trouble with their Genies, we suggest they field any questions, or complaints, to Galoob Toys at (415) 952-7084 – Ed.)

So, Tell Us What You Think.

This is your magazine so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:

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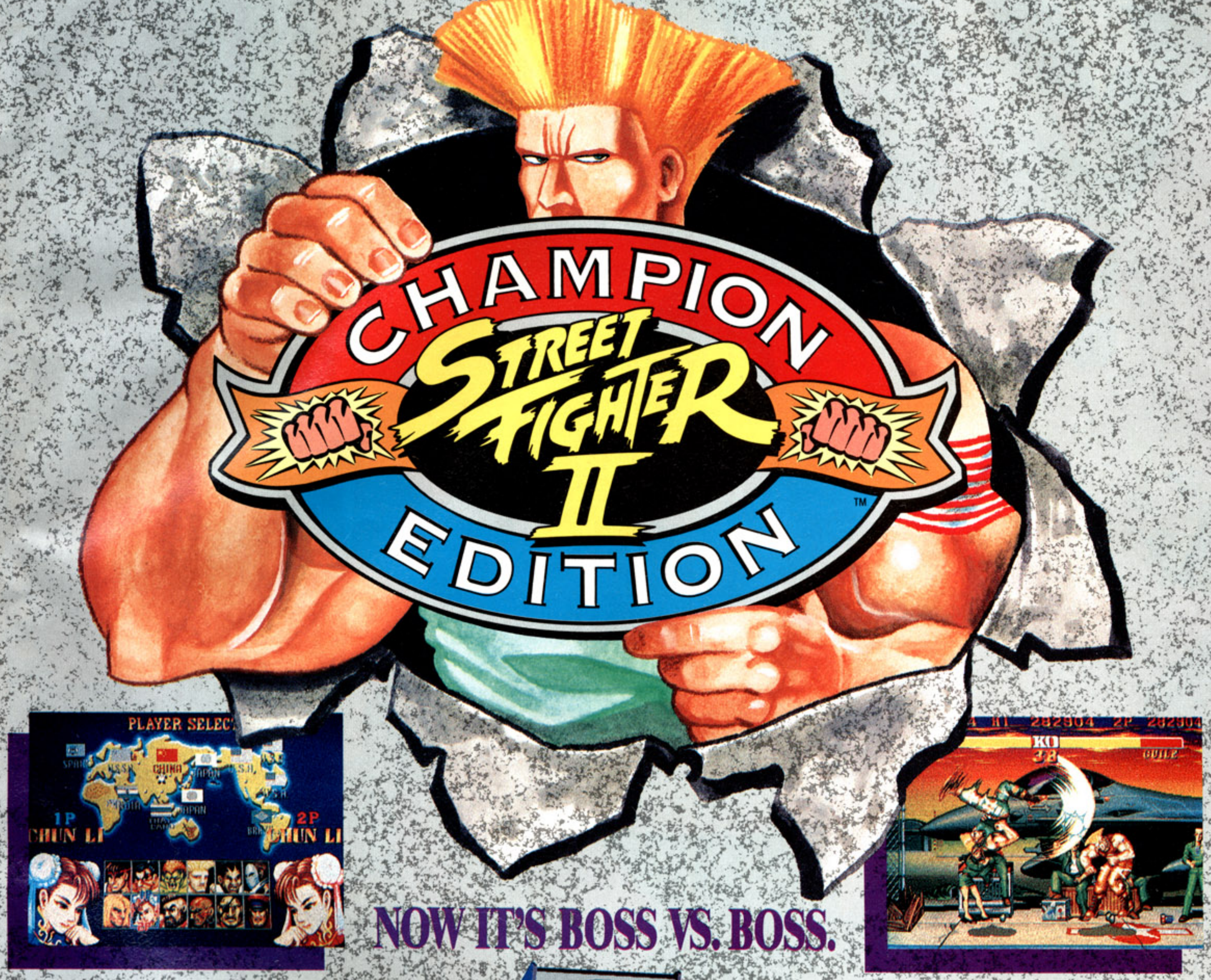

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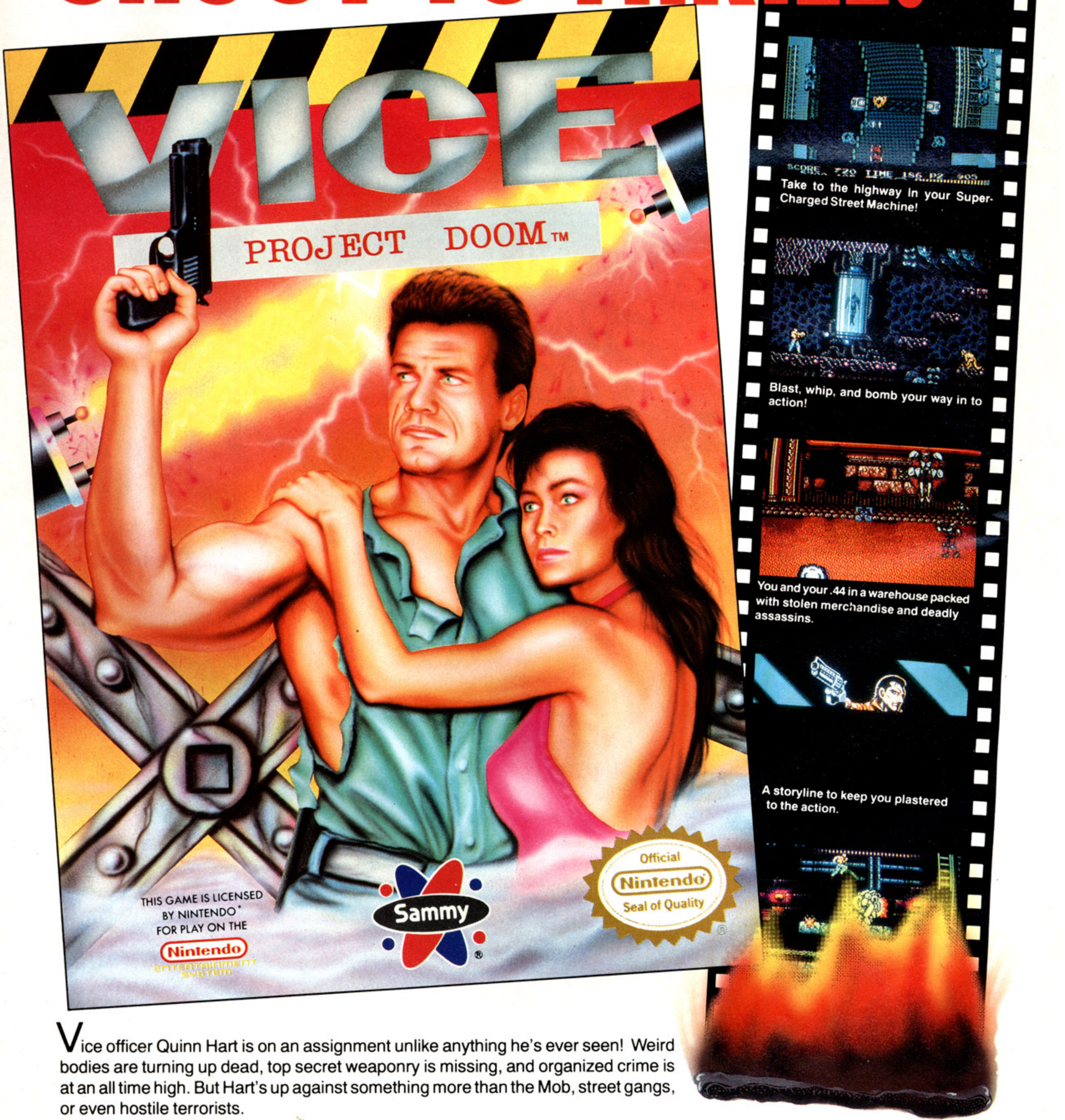
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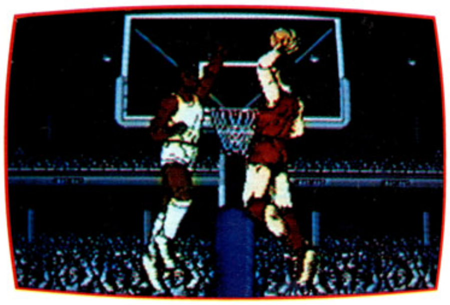

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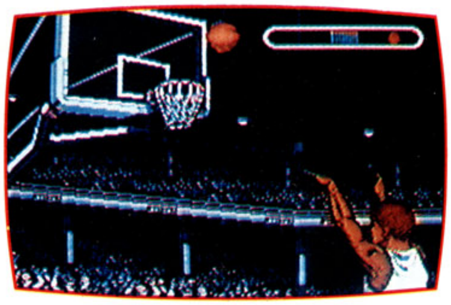

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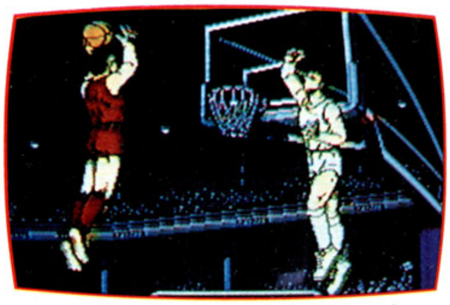

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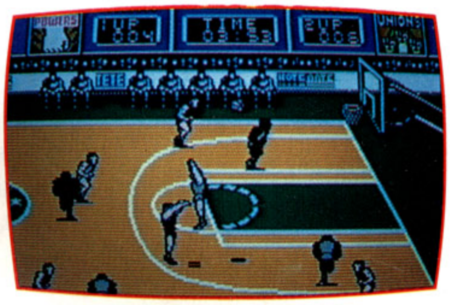
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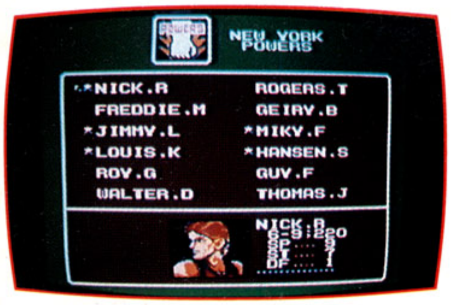
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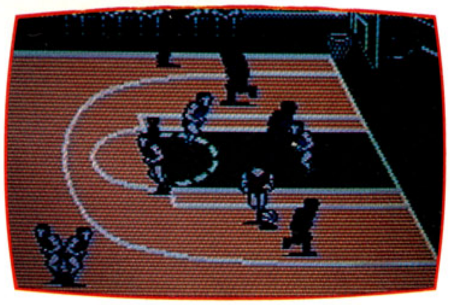
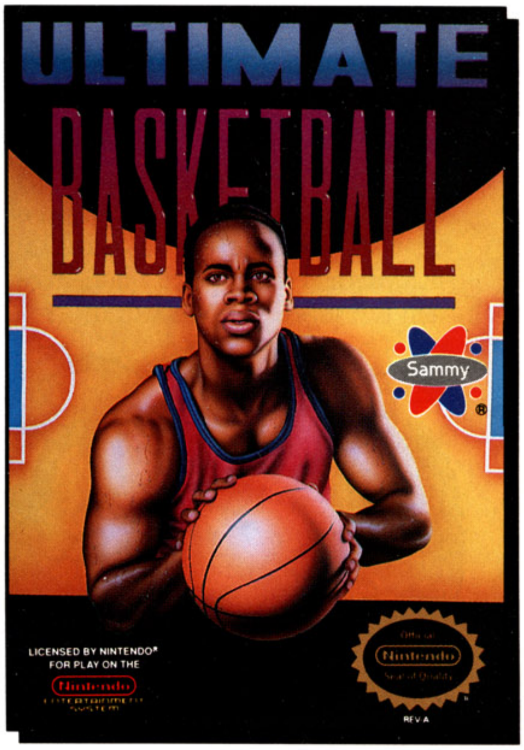


Team up with a friend against the computer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CUTTING EDGE

By the Whizz

TELEPHONES, TELEVISION, TELE-GAMES!

Here's a scary thought: What if you never had to leave your house to get your video games? Okay, maybe that's not so scary. Two companies, Baton Technologies and the Game Channel, are ready to send you top-notch gaming through the telephone and the TV.

REACH OUT AND ZAP SOMEONE

The TelePlay Modem from Baton Technologies in Orem, Utah will enable you to play NES and Genesis games via modem. In fact, with the TelePlay, an NES owner can challenge a Genesis owner to a game and vice versa.

The modems are virtually the same as any personal computer modem. Baton plans to recruit well-known PC peripheral manufacturer, Keytronics of Seattle, Washington, to build the modems and some special communication cartridges. The NES will cost $59, which includes one cart. The Genesis modem and cart will go for $69. The unit will be licensed by Sega, but not by Nintendo. Don't worry! The programmers at Baton have a perfectly legal way of bypassing NES encryption.

Making Connections

The 8-bit version of the unit connects to the slot underneath the NES. It's the same base size as the NES and only about 1.5 inches high. The Genesis modem fits into the system's cartridge slot. As we all should know, the peripheral slot on the Genesis is reserved for the Genesis CD-ROM player. To play a game, you just slip a standard-sized cart onto the modem.

The TelePlay Modem doesn't stop at game playing either. You'll be able to connect any standard IBM-compatible keyboard, and a PC-compatible printer, to the unit. With special cartridges in development by Baton/Keytronics, you'll be able to do simple word processing and connect with regular on-line services, such as Prodigy, CompuServe, and Genie.

The hardware's nifty, but the software is where the action is – in more ways than one.

Calling All Carts

Initially, TelePlay plans to release four original games. First, Terran Wars puts you in command of a fleet of spaceships, where you go blaster-to-blaster against your opponent. Second, Build-A-Better Dinosaur let's you do just that. You can pick and choose actual dinosaur body parts, and then you take your Frankensteinian, prehistoric creation into battle against an opponent's composite creature. In Order of the Talon, you guide a mean-looking, fighting cock and its armed rider. In action that's reminiscent of the old coin-op Joust, you do a hop/fly combination after the competition. Battle Storm is a military strategy game, where you deploy tanks, aircraft, choppers, missile batteries, and infantry. Then rumble!

There'll be NES and Genesis versions of all these carts. You can play the games on your home system, or you can use the TelePlay Modem to challenge a friend to a long-distance duel, even if you both own different systems.

The carts are programmed with a special protocol (programming "rules" that enable the NES and the Genesis to talk with each other). This enables them to essentially pass joystick control signals back and forth through the modem and translate them into on-screen action.

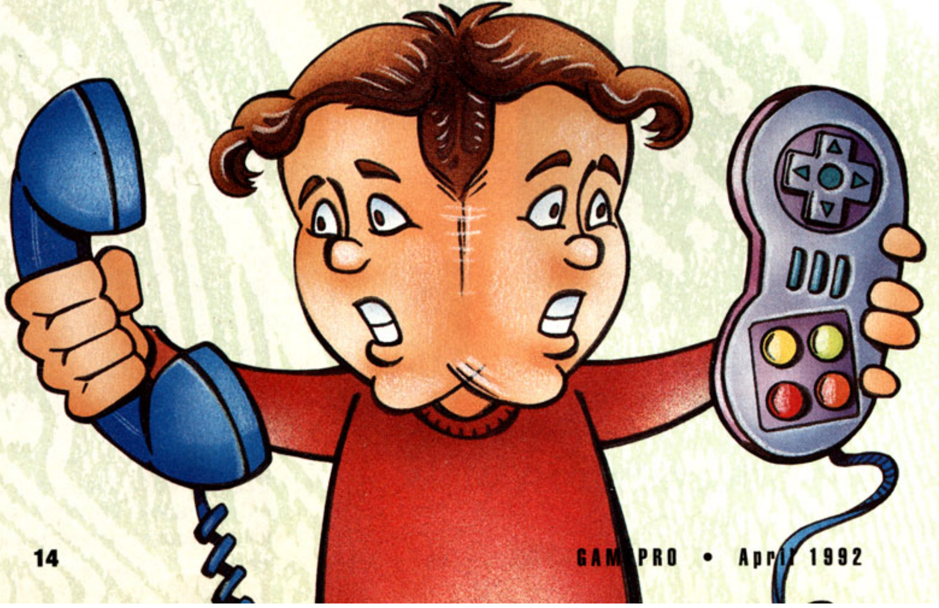
Downloadable Games

That's not all the tricks the TelePlay carts have buried in their silicon. Baton is planning to have an 800 phone number available, where you can download new levels, new characters, new powers, and new weapons!

Additionally, Baton plans to sell another cart, called the Downloadable Cartridge. It will enable you to receive complete 16-bit or 8-bit video games via phone! Obviously, Baton-designed games will be available, but the company's also negotiating with several Nintendo licensees for existing NES games as well.

The Downloadable Cartridge slides into the regular cartridge slot on your system. It contains an EEPROM (electrically erasable programmable memory). Although you can probably store only one game at a time, you can re-use the cart to grab another game when you're finished. Downloading games will likely cost you $5-$15 a shot.

Baton plans to have gamers dialing up for action by January '93. The company's future plans include an on-line game service.



The Game Channel

The Game Channel (based in Toronto, Canada) plans to go on-line and on the air! This interactive video game cable TV channel will bring electronic games to you through your TV set, 24-hours a day. And you'll be able to challenge other players anywhere.

The Game Channel has ambitious plans to debut with 60 games this Spring. 161 cable affiliates located across the U.S. and Canada are already lined-up to pick up the channel.

Pay and Play

The Channel's delivery system sounds simple on paper. Servers are located in Toronto Canada and Buffalo, New York. The telephone line is the gateway, and your TV is the receiver. The Channel station plans to beam its signal to a satellite, which then beams the Channel to the cable station. You get it via cable on a pay-per-view basis.

Then you select games from a menu and use your telephone, or a special speaker-phone (which you can buy or rent), to play interactive video games.

Game types run the gamut and will include adventure games, RPGs, murder mysteries, trivia, game shows, and gambling games. The Channel is reportedly negotiating with Marvel Comics, D.C. Comics, and Disney for entertainment licenses. The Channel's game wizards also plan to monitor current world events in order to incorporate them into new games that will appear on TV almost as soon as they're reported on the evening news.

Dial-A-Game

If you're a phone freak, the Game Channel also has something for you. The Super Power American Competition Cartridge (SPAC) is a 2400 baud modem that resembles an ordinary NES cart with a telephone jack at the end. It contains an 8-bit 6502 processor (the same as the NES) and 10 megabits of random access memory (RAM).

You'll also be able to add on an additional 20 megs of memory.

You'll use all that silicon to download games into the cartridge. You dial up an 800 Game Channel phone number, where you can download up to a dozen games into a SPAC cart. Then you disconnect and play as usual. Rentals are programmed to remain in the SPAC cart for 72-hours, after which they simply "dissipate." However, you'll also be able to buy games on-line, too.

The Game Channel has 40 original games currently in development. American Video Entertainment and Active Enterprises are ready now to contribute 12 and 52 games respectively. Additionally, the Game Channel is negotiating with several Nintendo licensees for games.

To eliminate any possibility that games will be illegally copied, a unique, dynamic, encryption code is programmed into every SPAC unit. The codes will be continually updated. If the host detects an unknown code, it will freeze the cart.

The Game Channel also plans to support the SPAC by enabling you to connect with on-line services, such as CompuServe and Genie, and by offering its own service bureaus, including the Marvel Comics Line, the D.C. Comics Line, the Teen Beat Line, and the Tiger Magazine Line.

The SPAC will likely cost $89.99. The price tag includes three built-in games, which you can keep or replace, and access to 10 free games. Look for a Super Power American Competition Cartridge for the Genesis soon after the NES release.

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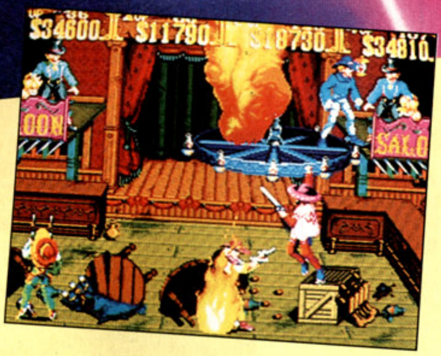
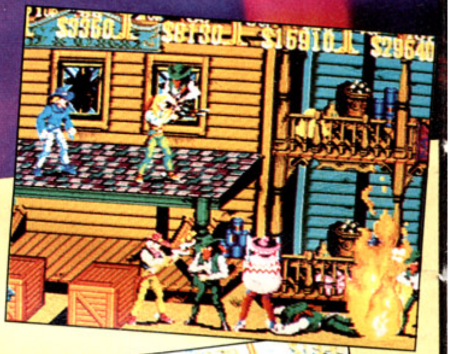
American Gladiators tm and © 1991 Samuel Goldwyn Television. Used with permission.

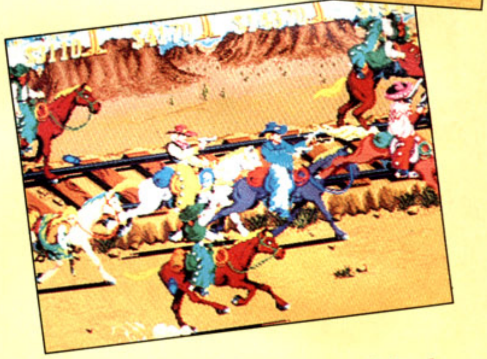
HOT AT THE ARCADES

By Hack 'n Slash

No gun control in the arcades, pardners! This month you can ride into the wild, wild West or do your best to make a metal mess!







Sunset Riders (Konami)

Saddle up for the best western-theme shooter that's mosied down the pike in a very long time! The western territories are being terrorized by some of the nastiest varmints you've ever laid eyes on, and good, decent folks' only hope rests in the holsters of the four sharpest bounty hunters this side of the Grand Canyon: Steve, Billy, Bob, and Cormano!

Sunset Riders is a four-player interactive action game in the same format as Konami's smash hit, Teenage Mutant Ninja Turtles. The bounty hunters must work through horizontally scrolling levels, jam-packed with villains and obstacles, until they reach the Boss for an all-out fire fight. They ride galloping horses cross town by jumping onto roofs, climbing across clothes lines, and even hitching rides on steaming locomotives. Each player is totally interactive with his surroundings. He can shoot ropes that suspend wooden kegs over villains and grab sticks of dynamite. Bonus Stages provide a first-person perspective, timed shooting exercise.

Excellent graphics highlight this fast moving game. A fine soundtrack and digitized voices round out this instant arcade hit. Gunslingers and cowpokes alike are in for a knee-smackin', feet-stompin', grits-spittin' heck of a good time!

PROTIP: Bosses only shoot 2-3 bullets at intervals.

PROTIP: Bosses are immoblized when they shoot; you are not

PROTIP: Accuracy is more important than speed in the Bonus Rounds.

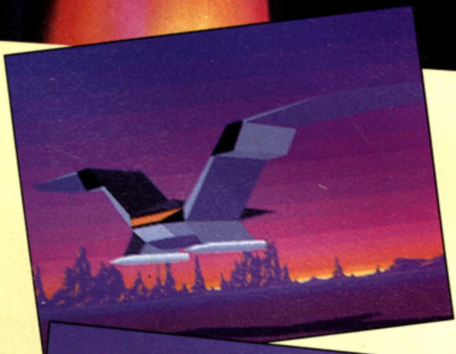
By Boss Music

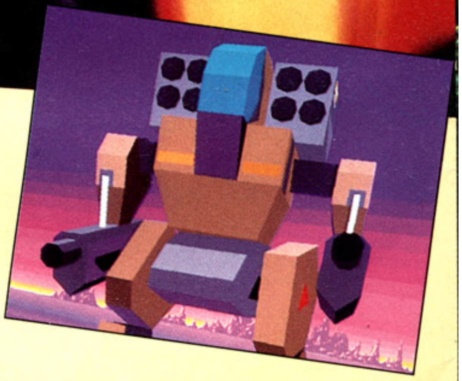
B.O.T.S.S.: Battle of the Solar System (MicroProse Games and Jaleco)

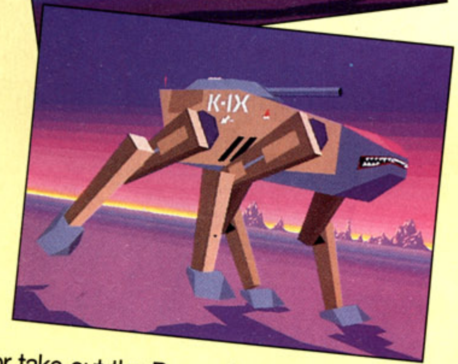
B.O.T.S.S. is a sit-down move-n-shootout. In the year 2776, Aliens V have overrun the Solar System with gargantuan Warbots. Your duty is to hunt 'em, track 'em, trap 'em, and blast 'em with your own 'bot.

You scope a first-person cockpit view and navigate via a throttle stick and view stick. Danger is dispatched with a trigger-fire laser gun. You also have limited use of an enemy- molassesizing Time Distorter and an all purpose Force Shield, both controlled by thumb buttons.

Each level, you gotta scoot your way through a robo-rat maze and snipe out the enemies before they lock on and gang up on your sorry hide. To clear the stage you must wipe out all the Warbots or take out the Power Station.







B.O.T.S.S. gets great graphic gas mileage. The voices are cool, the 'bot movements are "realistic", and the gameplay is intuitive.

PROTIP: Eliminate Ostriches and Gazelles to occasionally score a power-up item. A Battery is good for extra energy. The Shield grants one extra use of your protective barrier. The Wrench repairs your 'bot. The $ icon adds cash so you can refit your worn body. The Hourglass extends your Time Distorter and the Supergun adds a new weapon.

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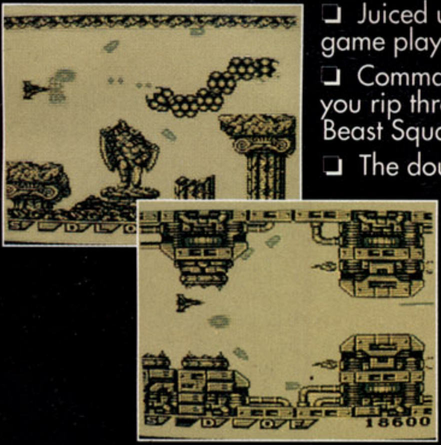
HIGH VOLTAGE WARNING: OPEN ONLY IF YOU'RE QUALIFIED TO HANDLE MEGA MEGA POWER.

Are you up for the most intense interstellar assault on Game Boy® ? Well if you've got the right stuff, we've got the challenge.



- ☐ Juiced up two megs supply incredible graphics and smooth game play.
- ☐ Command the Vic Viper Model BP 456Y Star Fighter as you rip through 5 grueling stages battling the Bacterion Beast Squadron.
- ☐ The double scrolling technique adds an amazing 3D effect so you get a sharp view of every move.
- ☐ Equipped with three supremely lethal attack modes: Intruder Missiles, Double Guns 'A Blazing and Laser Warfare.
- ☐ Five different power-ups help blast your way to survival including Ripple Blasts, Multiple Warheads, Ghost Fighters, Force Fields and the Mega Destruction Device.
- ☐ Hone your battle skills in the Practice Galaxy. That's what it's designed for.

The Bacterion Beast Squadron is fast approaching. If you don't have your act together, you're fried.

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CES SPECIAL REPORT

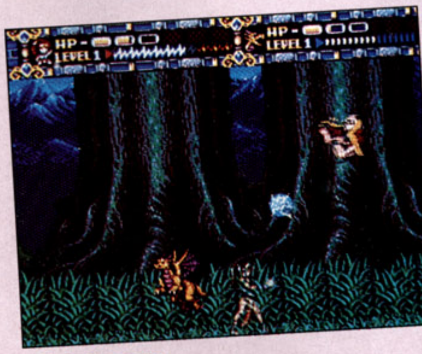
GENESIS & SNES GAMES FOR 1992

16-bit games were the hot ticket at the Winter Consumer Electronics Show last January. The battle between Sega and Nintendo is definitely heating up. The result? Mo' better 16-bit games for GamePros in '92!

GENESIS

Alisia Dragoon (Sega of America)

Toting a multi-directional, auto-targeting energy beam and fighting in tandem with four mythical creatures, Alisia Dragoon could be one of the best heroes for the Genesis this year. *(Available Now)*



Alisia Dragoon

Andre Panza Kick Boxing (Electro Brain)

Guess what?! You get to put your feet to work in this Genesis version of martial arts! *(Available Summer '92)*

Arch-Rivals (Flying Edge)

Four-on-four basketbrawling finally goes 16-bit. This one's true to the arcade version, with the trouser-drop move included. *(Available Spring '92)*

Atomic Runner (Data East)

Make a radioactive run for cover in this sideview action/adventure cart. Your hero makes great moves (including running backwards) as he zaps strange creatures. *(Available May '92)*

Beast Wrestler (Renovation)

Pick a beast, any beast, and go against the computer (or a buddy) in tournament-style hand-to-hand...er...hoof-to-paw wrestling. *(Available March '92)*

Black Crypt (Electronic Arts)

This fully animated, fantasy role-playing epic from the PC world has a forbidding maze of 20 interconnected dungeons that you explore. Here you search for the mystical artifacts that hold the power of the Guardians. *(Available June '92)*

Breach (Treco)

In this strategy, role-playing game set in the future, you're in the FW Space Marines, and you must complete daring rescues, search and destroy missions, and planetary invasions. Sounds like fun? *(Available Summer '92)*

Dungeons & Dragons: Warriors of the Eternal Sun (Sega of America)

The first official Genesis Dungeons & Dragons role-play title features gorgeous 3-D graphics, a band of interesting companions, and, of course, magic and intrigue. *(Available May '92)*

Evander Holyfield's Real Deal Boxing (Sega of America)

Heavyweight champ, Evander Holyfield, has climbed into the ring with Sega to star in his own boxing title. *(Available July '92)*

F-15 Strike Eagle (MicroProse)

Fly first-person jet combat like it's never been flown on the Genesis before. *(Available Winter '92)*

F-19 (MicroProse)

If you survive F-15, try flying jet combat missions several hundred miles faster and several thousand feet higher. *(Available Winter '92)*

Ferrari Grand Prix (Flying Edge)

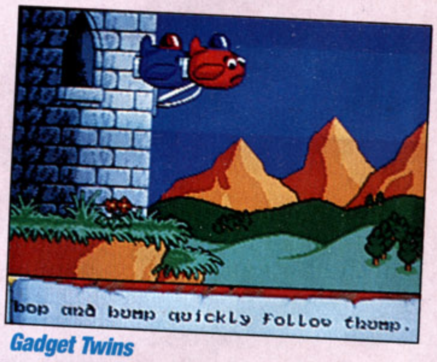
Split-screen, two-player, driving action is the ticket in Ferrari Grand Prix. Ferrari offers real tracks and a cool first-person perspective. *(Available Spring '92)*

The Flintstones (Taito)

This prehistoric fun fest features great graphics and thumb-numbing adventure. The whole Bedrock gang will be here. *(Available Sept. '92)*

Gadget Twins (GameTek)

In order to retrieve the Gem of Gadget Land, two players enter a magical, mechanical world where they battle tricky mechanical devices. *(Available August '92)*



Gadget Twins

Hooves of Thunder (Razor Soft)

In this unique first-person perspective game, you hop on a high-spirited steed's back. Soar over jumps in a steeple chase, race a few furlongs down the track, and much, much more. *(Available Oct. '92)*

Indiana Jones and the Last Crusade (U.S. Gold)

In this nonstop action/adventure, Indiana Jones must survive all types of tricky situations so he can find the one true Grail. *(Available Summer '92)*

Jesse "The Body" Ventura Wrestling (Dreamworks)

Jesse brings his buffed bod and unique style of grappling to the Genesis. *(Available May '92)*

Jimmy Connors Tennis (Ubi Soft)

Can the Genesis do justice to Jimmy "I-ain't-old" Connors' take-no-prisoners tennis style? We'll see! *(Available Dec. '92)*

Kid Chameleon (Sega of America)

See this issue of GamePro for a ProReview on this Genesis title – one of the hottest at the show. *(Available March '92)*

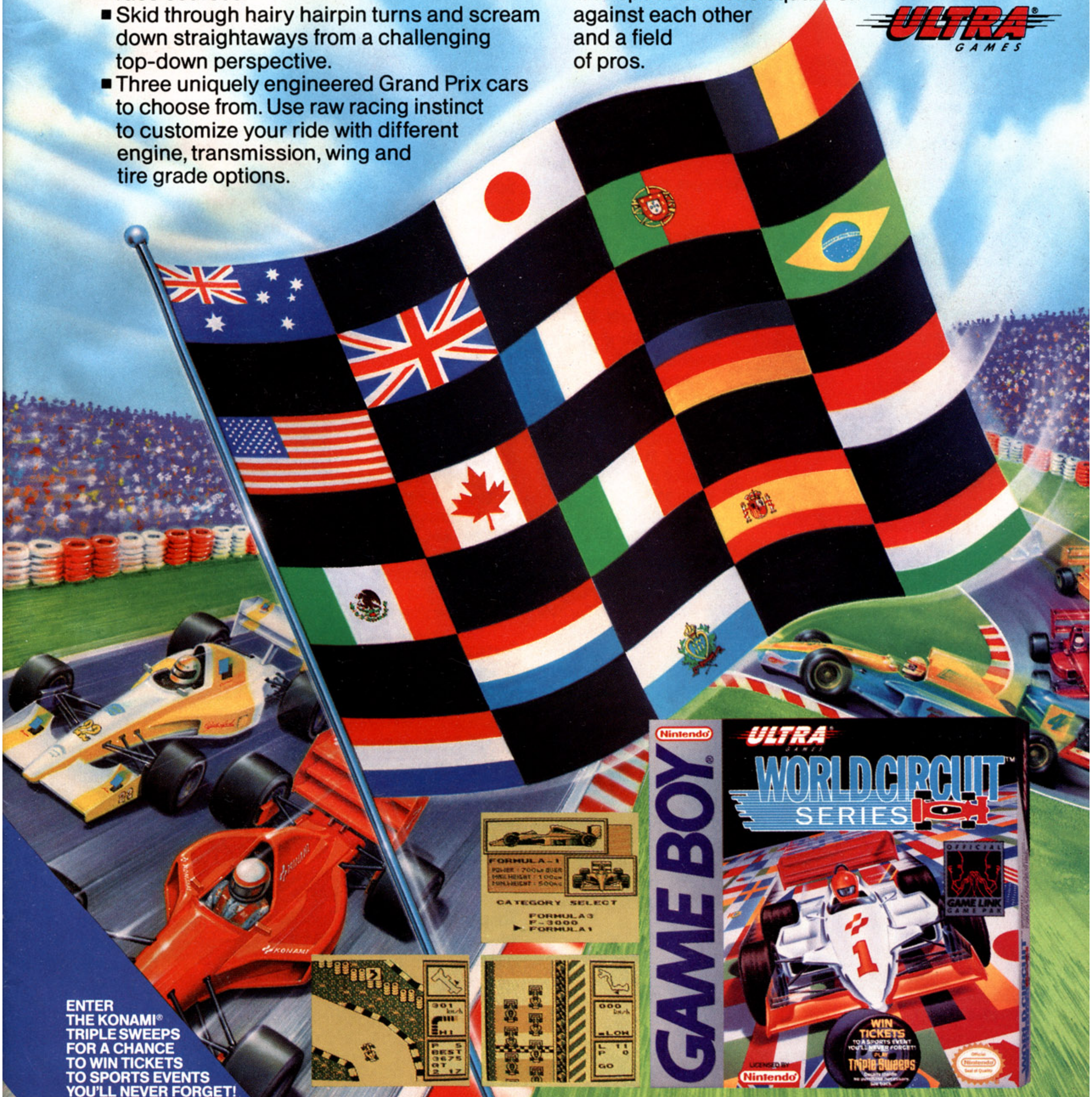
Continued on page 22.

GET FLAGGED FOR SPEEDING.

Create a flap all over the world as you race under the flags of 16 countries in World Circuit Series™ from Ultra.® It's a high speed, full throttle tour through the spectacle of international Grand Prix racing.

- Haul asphalt on 25 world famous Formula 1 race courses.
- Skid through hairy hairpin turns and scream down straightaways from a challenging top-down perspective.
- Three uniquely engineered Grand Prix cars to choose from. Use raw racing instinct to customize your ride with different engine, transmission, wing and tire grade options.
- Cruise through test runs, qualifying laps, and push your endurance to the limit in a series circuit.
- Hit the pit to repair and adjust your car in the realistic animated sequence.
- The Nintendo® Four Player Adapter lets up to four speed demons square off against each other and a field of pros.

ULTRA® GAMES


KONAMI
FORMULA-1
POWER : 700PS OVER
MAX.HEIGHT : 100cm
MIN.WEIGHT : 500kg
CATEGORY SELECT
FORMULA3
F-3000
► FORMULA1
301 km/h
HI
P 5
BEST 3675
QT 2 17
000 km/h
LOW
L 11
P 0
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WIN TICKETS TO A SPORTS EVENT YOU'LL NEVER FORGET! PLAY Triple Sweeps
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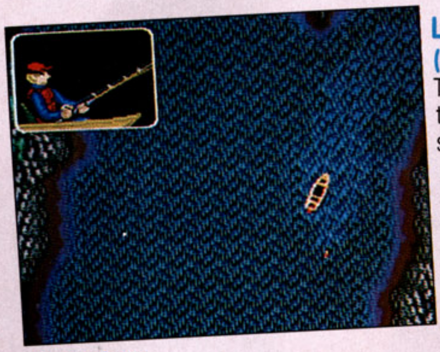
ENTER THE KONAMI® TRIPLE SWEEPS FOR A CHANCE TO WIN TICKETS TO SPORTS EVENTS YOU'LL NEVER FORGET!

Choose between a trip for two to a 1993 professional hockey or basketball championship game or the 1993 Indy 500.

Trips include coach airfare, two nights hotel and $500 spending money. No purchase necessary. See game paks for details. Sweepstakes ends July 27, 1992. Valid in USA and Canada (except Quebec). Void where prohibited. Sweepstakes offer valid only on Double Dribble® 5 on 5,™ Blades of Steel® and World Circuit Series™ Game Boy games. Sweepstakes available dependent on timely release of games. Not sponsored by Nintendo. Ultra,® ULTRAGAMES® and World Circuit Series™ are registered trademarks of Ultra Software Corporation. Konami® is a registered trademark of Konami Co., Ltd. Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. © 1991 Ultra Software Corporation. All Rights Reserved.

King Salmon (Sage's Creation)

Yes, it's the fish. Get set to go mano-a-fisho against one of the toughest competitors in salt or fresh water. *(Available July '92)*



King Salmon

Leander (Electronic Arts)

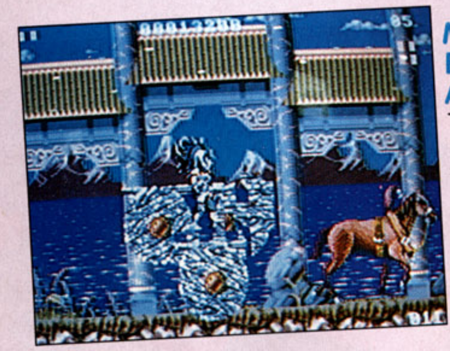
This horizontal, action/adventure from the folks at Psygnosis makes you take the role of Leander, Captain of the Guard. As you fight your way across three deadly worlds you'll face the fury of the winged demon, Thanatos. *(Available April '92)*

Lord of the Rings (Electronic Arts)

Based on the epic fantasy world of J.R.R. Tolkien, this cart combines the best elements of role-playing and graphic-adventure gaming. *(Available TBA)*

Maverick SFG (Sage's Creation)

This jet flight simulator emphasizes realistic aeronautics, as well as supersonic combat. *(Available July '92)*



Leander

MLPBA Sports Talk Baseball (Sega of America)

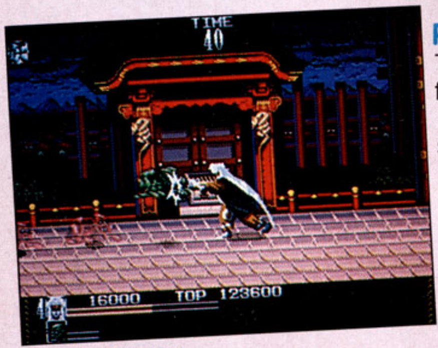
This baseball cart is Sega's next in the line-up of Sports Talk titles. The game features a play-by-play announcer, Major League baseball players, squads based on the '91 teams, and more. *(Available March '92)*

Mystical Fighter (Dreamworks)

Mystical Fighter gives you Shogun-era martial arts combat for one or two players. It's side-scrolling action resembles Kabuki Quantum Fighter for the NES. *(Available March '92)*

Olympic Gold-Barcelona 1992 (U.S. Gold)

Choose between sixteen countries and compete in 100 meter Sprint, Hurdles, Hammer Throw, Archery, Pole-Vaulting, Diving, and Swimming. *(Available June '92)*



Mystical Fighter

Pigskin (Razor Soft)

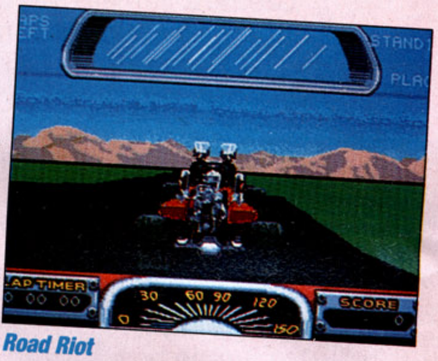
This arcade sports simulation features bone-crushing, football action that includes spears, torches, swords, mud pits, and other bizarre twists. *(Available Sept. '92)*

Road Riot 4WD (Tengen)

As one of the fastest, wildest 4x4 racing games ever created, Road Riot 4WD features digitized graphics, and realistic sound effects. You hear vehicles skid, roll, jump, and crash. *(Available Fall '92)*

Side Pocket (Data East)

Put the nine ball in the side pocket. Chalk up your cue and stick it to the Genesis. *(Available Spring '92)*



Road Riot

The Simpsons: Krusty's Funhouse (Flying Edge)

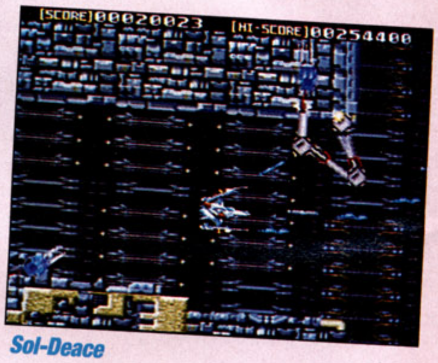
Krusty is through clowning around. His house is overrun with bothersome mice. So, he's constructing mousetraps to send the rodents down the sewers. *(Available Spring '92)*

Sol-Deace (Renovation)

This 8-meg space shooter from the makers of Gaiares looks even better than the latter. *(Available March '92)*

Splatterhouse 2 (Namco)

Our masked TurboGrafx-16 hero is back! He's ready to grab a blunt object and splatter some beastly matter all over the Genesis. *(Available TBA)*



Sol-Deace

Steel Talons (Tengen)

This "true" helicopter flight simulator features advanced polygon graphics, 360-degree action, and digitized pix. *(Available Fall '92)*

Stormlord II (RazorSoft)

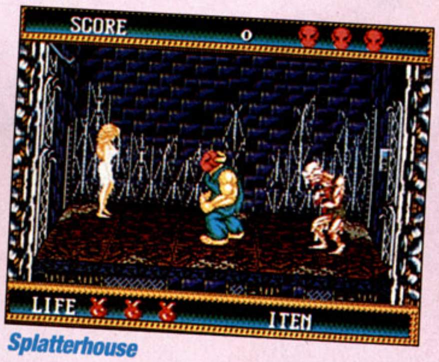
Eight new levels of horizontal and vertical adventure await gamers in this sequel to Stormlord. Both are adventure games with a puzzle twist. *(Available Nov. '92)*

Summer Challenge (Ballistic)

No info yet, but as did the Winter addition, Summer will surely give you an Olympic-caliber sporting challenge. (Available TBA)

Technocop: The Final Mission (RazorSoft)

This simultaneous two-player thriller is the sequel to Technocop. It features 12 levels of non-stop action with more weapons, more sounds, more graphics, and, well, more! *(Available Nov. '92)*



Splatterhouse

Test Drive II (Ballistic)

Take the keys to a Ferrari, F-40, Lambroghini Diablo, or Porche 959 sports car, and hit the road. Survive and you're a road warrior; crash and you're road pizza! *(Available March '92)*

Third World War (Bignet/Micronet)

Third World War is a real-time war simulation/strategy game. Choose your battleground and take command of a large ground force. If you get into trouble, call your air support for help. *(Available Dec. '92)*

Continued on page 24.

The Greatest NES™ Adventure Continues...

WIZARDS & WARRIORS III™

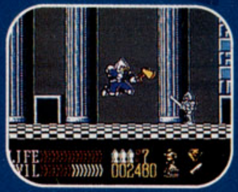
Kuros™: Visions of Power™

When Kuros™ last did battle with the evil wizard Malkil™ atop Icefire Mountain, he raised his IronSword™ in triumph...or so he thought.

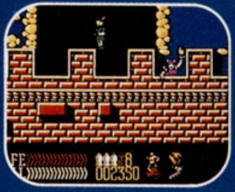
Without warning, a powerful bolt of magic robbed Kuros of his armour, memory, and honor. But now, the distant presence of evil stirs in his mind, leading him to the once fair city of Piedup, where the villainous *soul* of Malkil now reigns.

Without his armour, Kuros will need crafty disguises to travel undetected, ready to do battle as wizard, nobleman or thief. From the gloomy depths of the dungeon to the palace containing riches beyond belief...the time has come for Kuros to turn his visions of power into reality!

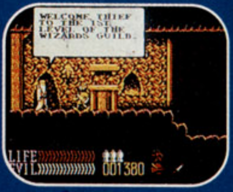
NINTENDO ENTERTAINMENT SYSTEM®
KUROS...VISIONS OF POWER
WIZARDS & WARRIORS III
Acclaim
Nintendo



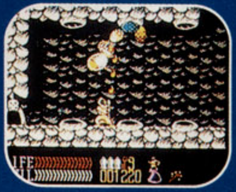
Kuros the Knight Warrior wields his mighty Silver-Sword in the face of danger.



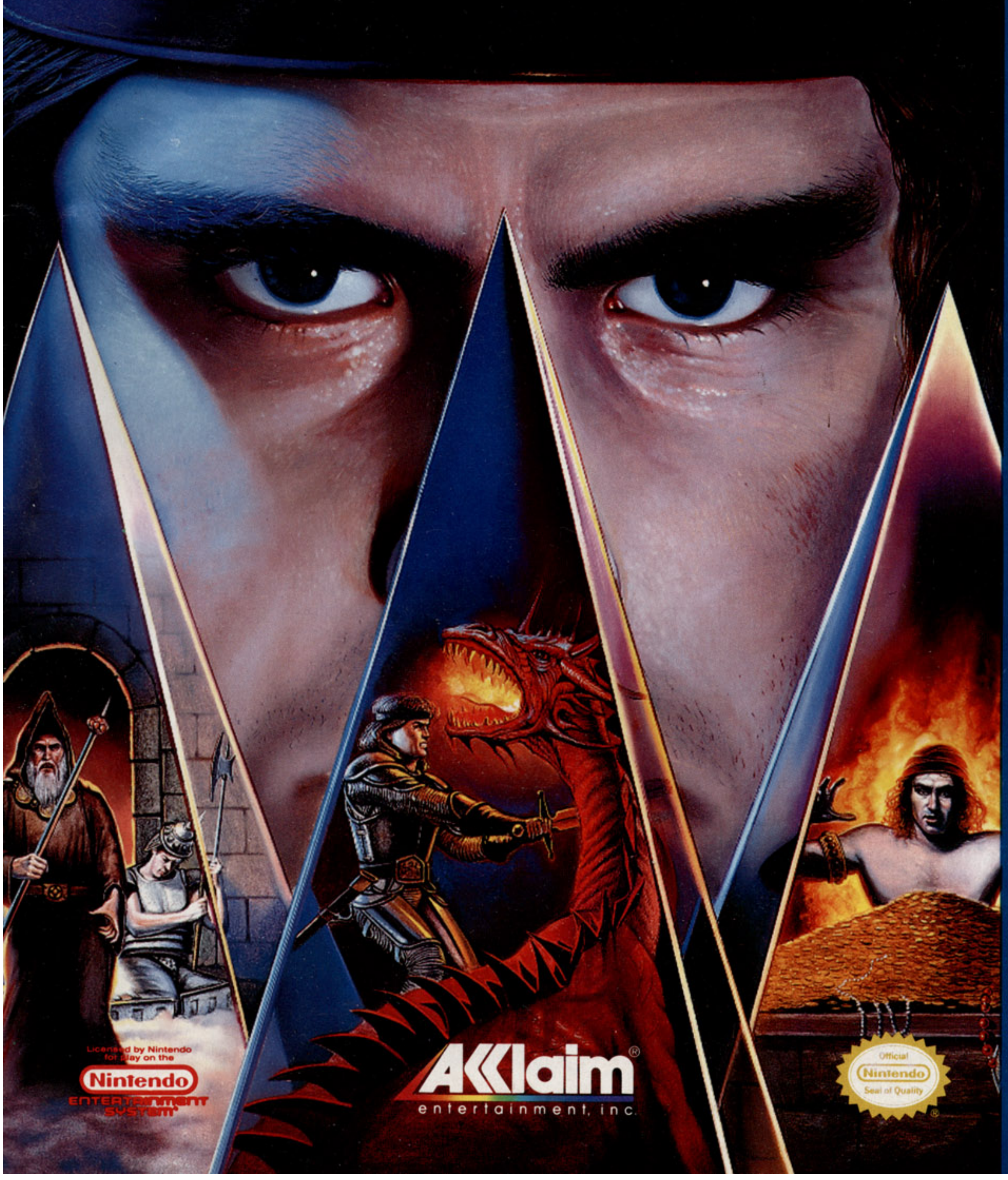
To give Malkil a taste of his own medicine, Kuros must master the craft of wizardry.


WELCOME THIEF TO THE 1ST LEVEL OF THE WIZARDS GUILD.

Kuros, disguised as a thief, moves secretly through Piedup.



Grotesque creatures of the underworld stand between Kuros and his ultimate battle.



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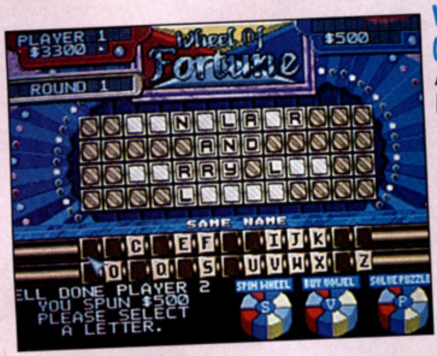
Two Crude Dudes (Data East)

These two guys don't know their own strength! In this two-player arcade conversion they punch, kick, pick up, and throw anything in sight, including each other. *(Available Spring '92)*

Vampire Killer (RazorSoft)

Travel through thirteen unlucky towns in Europe as you assume the role of the hero in your very own horror movie. Armed only with Holy Water and a Crucifix, you must save the towns from, what else, vampires! *(Available Sept. '92)*



Wheel of Fortune

Warrior of Rome II (Bignet/Micronet)

As the guardian of ancient Rome, you must lead your loyal forces to victory in the heat of a Genesis battle. Pick your fight from 20 battlegrounds. New features include: a 3-D, Populous-style map; an easy-interface menu-selection windows system; and a multiple-file game save. *(Available May '92)*

Wheel of Fortune (GameTek)

Just like in the TV show, you buy vowels and consonants from Pat and Vanna to reveal well-known phrases and sayings. *(Available May '92)*

Wonder Boy in Monster World (Sega of America)

Wonder Boy, star of multiple Master System titles, makes his 16-bit debut in this action/adventure title.
(Available Now)

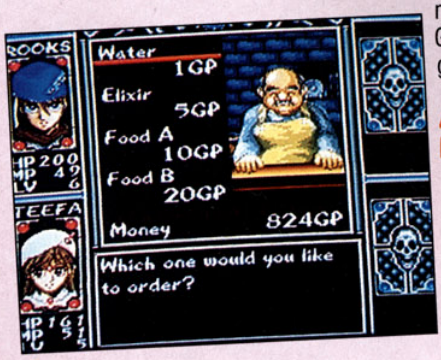
World Class Leaderboard (U.S. Gold)

This realistic golf simulation lets players tee off on some of the world's best known golf courses. *(Available Summer '92)*

SUPER NES

American Gladiators (GameTek)

If you like the TV show, you'll love this weekend warrior workout. You get all seven AG contests (the Joust, Powerball, the Wall, etc.), and you even compare muscles with all your favorite Gladiators in full-color digitized glory. *(Available May '92)*



Arcana

Andre Panza Kick Boxing (Electro Brain)

In this hot TurboGrafx-16 port over, you get down and dirty with your feet. Yep, kick boxing's the theme of this game, and you use your feet to bring down your opponents. *(Available Summer '92)*

Arcana (HAL America)

In this intense role-play adventure, you attempt to save your people from evil forces by using Tarot card magic. *(Available March '92)*

Baseball Stars II (Romstar)

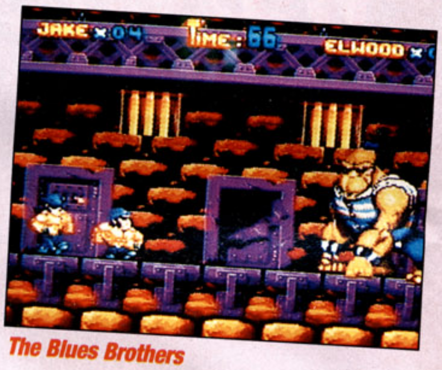
You can't get enough baseball? This cart could be just in time for your season. *(Available May '92)*

Battletoads (Tradewest)

Pimple, Zitz, and Rash are back – and we ain't talkin' about skin conditions! The most outrageous NES beat-'em-up of 1991 is going 16-bit. This time you can play all three webfooted heroes. (Available Summer '92)

The Black Bass (Hot-B)

A-fishing you will go. So, put a hook in it! *(Available August '92)*



The Blues Brothers

The Blues Brothers (Titus)

Take the role of Jake or Elwood in a one-player or simultaneous two-player action game that's nonviolent fun for any age. It's filled with the classic tunes that brought the Blues Brothers their fame. *(Available Sept. '92)*

Bombuzal (Kemco)

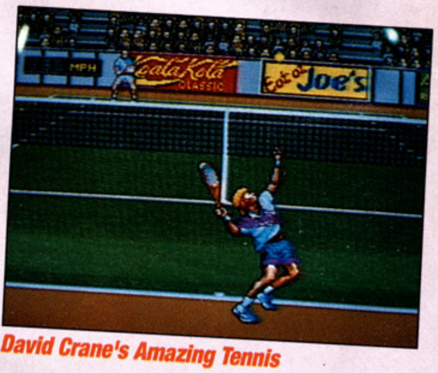
This mind-boggling puzzle game features that cute blue guy that looks like he jumped off Sesame Street's set. *(Available June '92)*

Bulls vs. Lakers (Electronic Arts)

Take control of your favorite 1991 NBA playoff team in this full-court basketball simulation. The players act, perform, and look like their real-life counterparts! *(Available April '92)*

Casino Kid II (SOFEL)

The Casino Kid's back on a gambling binge. This time he's on the Super NES. Play black jack, the slot machines, roulette, and more. Imagine how great your winnings will look in full 16-bit color. *(Available TBA)*



David Crane's Amazing Tennis

Castles (Interplay)

Basically, you build 'em up and bust 'em down. You also train armies, trade commodities and supplies, and fight Vikings and Picts. *(Available Winter '92)*

David Crane's Amazing Tennis (Absolute)

Tennis players now have a real alternative to those pansy cartoon carts. Amazing's first-person graphics, multiple player options, selectable court surfaces, and even radar gun readings make it one to watch. *(Available Fall '92)*

CES SPECIAL REPORT

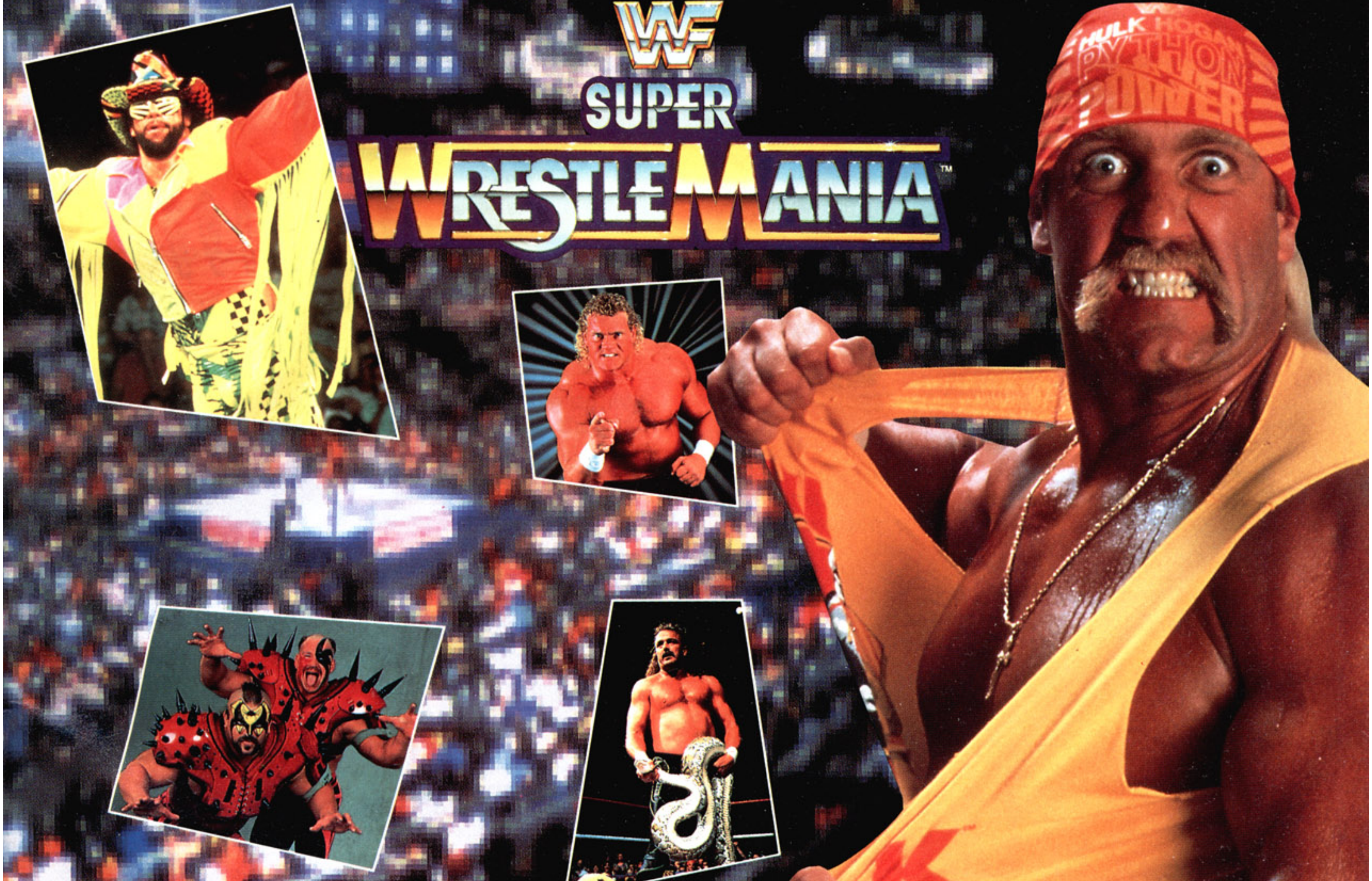
GENESIS & SNES

GAMES FOR 1992

Continued on page 26.

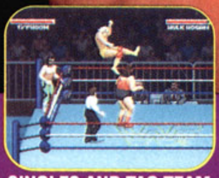
SO REAL YOU'LL WISH IT WAS JUST A GAME!

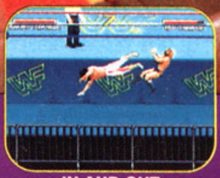
WWF SUPER WRESTLEMANIA™

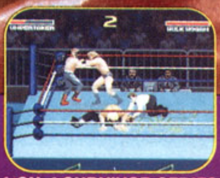


WWF
SUPER WRESTLEMANIA
Nintendo
SUPER NINTENDO
ENTERTAINMENT SYSTEM

FEATURING 10 WWF® SUPERSTARS™


SINGLES AND TAG TEAM MATCHES


IN AND OUT OF THE RING ACTION


4-ON-4 SURVIVOR SERIES MAYHEM

Charge down to ringside in WWF Super WrestleMania™!!!

Never before have the WWF Superstars™ like Hulk Hogan™, Sid Justice™, The Undertaker™ and Jake "The Snake" Roberts™ looked so real! They're bigger, mightier and tougher than ever before!

You're in command of powerslams that rock the arena, clotheslines that clobber, and atomic suplexes that flatten your foe into submission!

You've got the skill and the bone crushing moves...but do you have the *guts* to become the next WWF champion?

ACTUAL GAME SELECTION SCREENS!

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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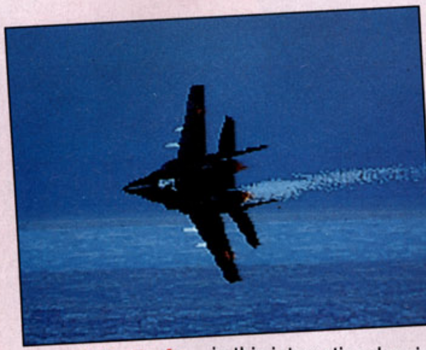
CES SPECIAL REPORT

GENESIS & SNES GAMES FOR 1992

Dungeonmaster (JVC/Lucasfilm)

The hit Amiga/IBM/Atari ST game finds its way to the SNES. It's a first-person perspective fantasy, role-playing adventure with stunning visuals and extremely detailed dungeons. *(Available June '92)*



F-15 Strike Eagle

Equinox (Sony Imagesoft)

Solstice players rejoice! The 16-bit sequel is on its way. More 3-D a-mazing puzzles await those who dare to command the magic again. *(Available June '92)*

F-1 ROC Race of Champions (Seta)

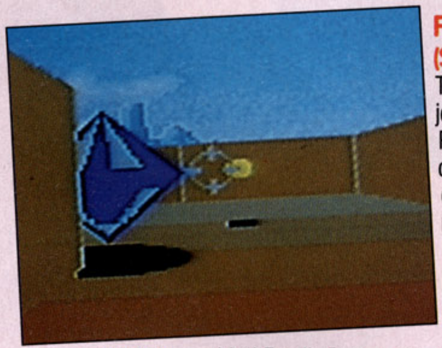
Push the pedal to the metal in this international racing jaunt. Weather conditions, a build-your-own-car option, and other features make F-1 the leader of the pack. *(Available April '92)*

F-15 Strike Eagle (MicroProse)

Based on one of the top-selling air combat simulators for the PC, you can fly your way up the ranks. Among its features are multiple missions, several weapons arrays, and realistic instrumention.*(Available Oct. 92)*

Faceball 2000 (Bullet-Proof)

Play maze dodge ball against a tribe of Smiley Faces in this 16-bit version of the Game Boy hit game. Oh yes, and have a nice day. *(Available June '92)*



Faceball 2000

Falcon (Spectrum Holobyte)

This is based on the premiere jet combat simulator for the PC. You get great first-person, cockpit-view flying as you take on several desert combat scenarios. *(Available Early '93)*

Family Dog (T.HQ)

The talents of Steven Spielberg and Tim Burton are behind Family Dog, a new prime time TV show. You take the role of the Binford's family dog, who must survive daily "dog" hazards, such as home appliances, the dog next door, and the Binford's diabolical children. *(Available Fall '92)*

The Flash (T.HQ)

Join the Scarlet Speedster as he races through a battle-torn Central City. The Flash has to stop a mysterious super villain from uniting the evil forces into an unstoppable army. *(Available TBA)*

Garry Kitchen's Super Battletank: War in the Gulf (Absolute)

Create your own Desert Storm on the Super Nintendo! Authentic, digitized images and beautiful scenery enhance this gut-wrenching war simulation. *(Available Spring '92)*

Goal (Jaleco)

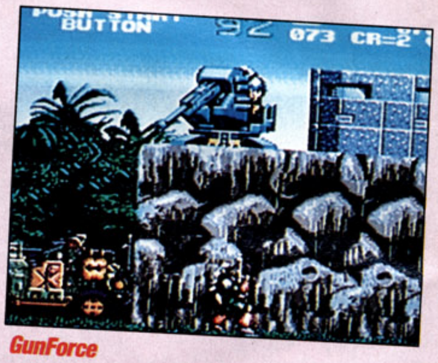
Jaleco's popular soccer title is here for the SNES! Go for the goals as you compete against the finest soccer athletes in the video world. *(Available Summer '92)*

The Golden Empire (Culture Brain)

The Golden Empire is the long-awaited sequel to The Magic of Scheherazade. More info is on its way. *(Available Summer '92)*

Golden Fighter (Culture Brain)

Incorporating ideas from Flying Warriors, Golden Fighter offers several martial arts styles and tons of tough opponents. *(Available Late '92)*



GunForce

The Great Battle (Bandai)

Although this game's name is still up in the air, Super Famicom owners will recognize it as SD Gundam from Japan. Mini-mechs and mini-heroes (such as Ultraman) are featured. *(Available June '92)*

GunForce (Irem)

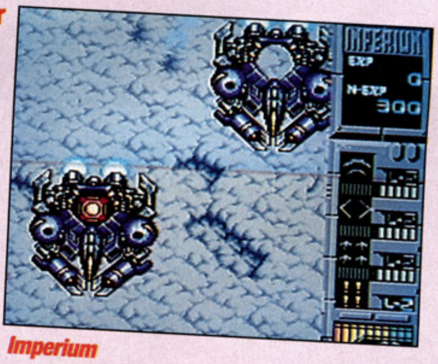
This mega arcade hit has blasted its way onto the SNES. With gun-in-hand, your job is to blast past dozens and dozens of enemies, who attack from both the ground and the air. *(Available TBA)*

Home Alone 2 (T.HQ)

Kevin's back and so are the Wet Bandits! Can Kevin protect his home one more time? You'll have to wait 'til October '92 to find out! *(Available Oct. '92)*

Hook (Sony Imagesoft)

SNES games of late have been of exceptional quality, but Hook is one of the best executed video games we've ever seen. As Peter Pan, the now un-grown-up kid, you must stop Hook from spearing Never-Never Land. Incredible soundtrack and sweet animation make this one a contender. *(Available June '92)*



Imperium

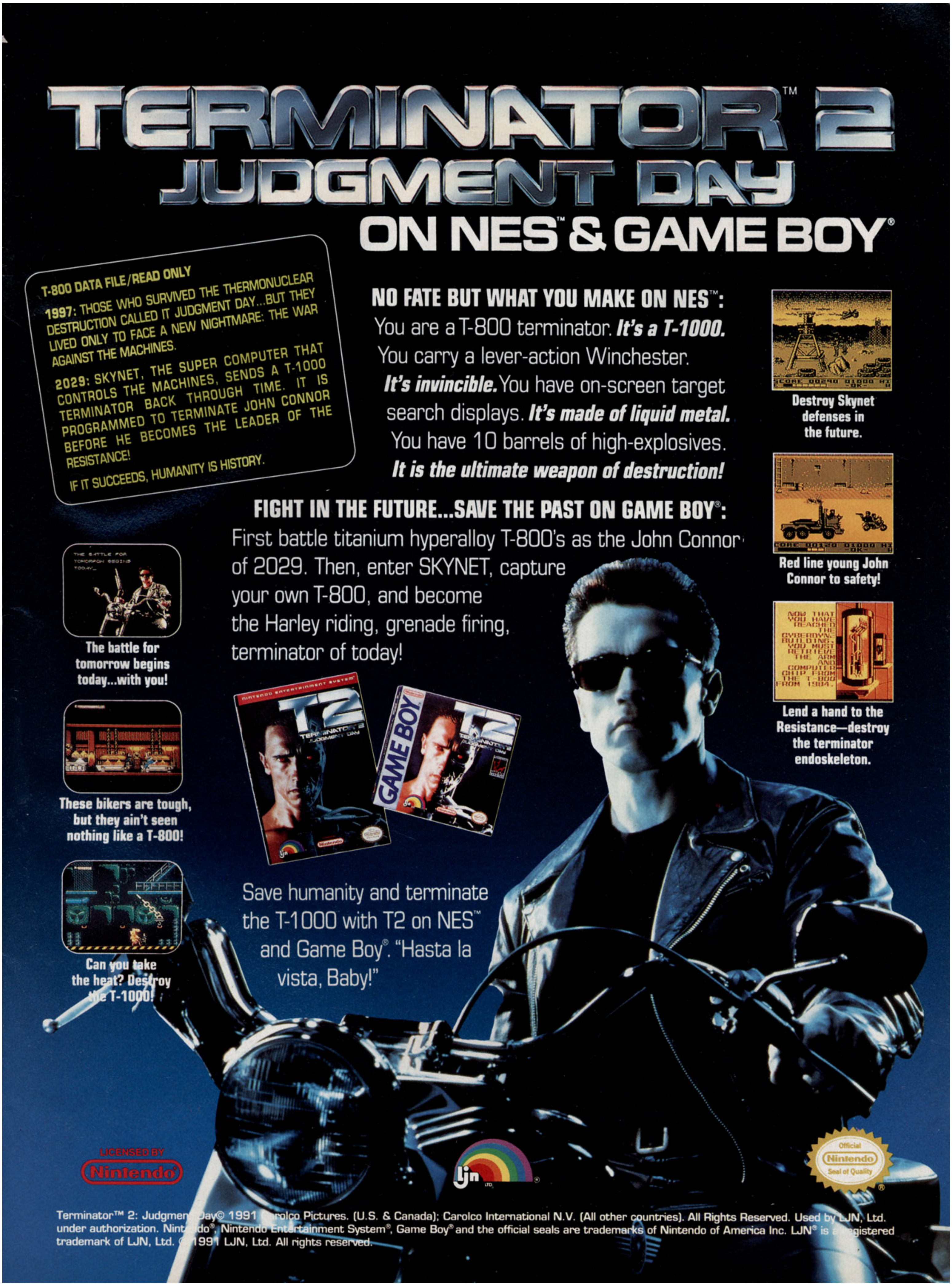
Hunt For Red October (Hi Tech Expressions)

If you enjoyed Hunt For Red October in the theater and on the Game Boy, then you'll definitely get into this awesome 16-bit submarine adventure, which takes Captain Ramius and the crew through the icy, enemy-filled waters of Soviet Russia. *(Available TBA)*

Imperium (Vic Tokai)

Donning a super suit made of special, heavy metals, you shoot your way through an intense battle against an army of evil robots. *(Available TBA)*

Continued on page 28.


THE BATTLE FOR TOMORROW BEGINS TODAY...
NOW THAT YOU HAVE REACHED THE CYBERDYNE BUILDING, YOU MUST RETRIEVE THE ARM AND COMPUTER CHIP FROM THE T-800 FROM 1984.
T2
TERMINATOR 2 JUDGMENT DAY
GAME BOY
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Official Nintendo Seal of Quality

TERMINATOR™ 2 JUDGMENT DAY
ON NES™ & GAME BOY®

T-800 DATA FILE/READ ONLY

1997: THOSE WHO SURVIVED THE THERMONUCLEAR DESTRUCTION CALLED IT JUDGMENT DAY...BUT THEY LIVED ONLY TO FACE A NEW NIGHTMARE: THE WAR AGAINST THE MACHINES.

2029: SKYNET, THE SUPER COMPUTER THAT CONTROLS THE MACHINES, SENDS A T-1000 TERMINATOR BACK THROUGH TIME. IT IS PROGRAMMED TO TERMINATE JOHN CONNOR BEFORE HE BECOMES THE LEADER OF THE RESISTANCE!

IF IT SUCCEEDS, HUMANITY IS HISTORY.

NO FATE BUT WHAT YOU MAKE ON NES™:

You are a T-800 terminator. ***It's a T-1000.*** You carry a lever-action Winchester. ***It's invincible.*** You have on-screen target search displays. ***It's made of liquid metal.*** You have 10 barrels of high-explosives. ***It is the ultimate weapon of destruction!***

FIGHT IN THE FUTURE...SAVE THE PAST ON GAME BOY®:

First battle titanium hyperalloy T-800's as the John Connor of 2029. Then, enter SKYNET, capture your own T-800, and become the Harley riding, grenade firing, terminator of today!

Destroy Skynet defenses in the future.

Red line young John Connor to safety!

Lend a hand to the Resistance—destroy the terminator endoskeleton.

The battle for tomorrow begins today...with you!

These bikers are tough, but they ain't seen nothing like a T-800!

Can you take the heat? Destroy the T-1000!

Save humanity and terminate the T-1000 with T2 on NES™ and Game Boy®. "Hasta la vista, Baby!"

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CES SPECIAL REPORT

GENESIS & SNES GAMES FOR 1992

Jack Nicklaus Golf (Tradewest)

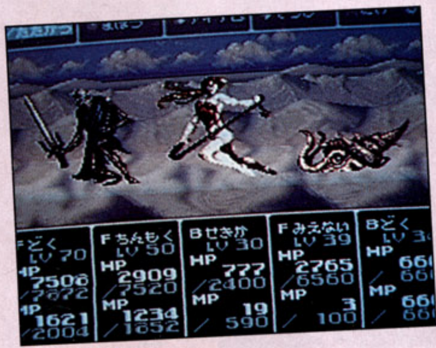
It's taken a while to arrive, but from what we saw, The Golden Bear's SNES debut looks well worth the wait. Putting, driving, chipping, and winning are all here. *(Available May '92)*

James Bond Jr. (T.HQ)

Like his uncle, young James has a knack for getting into trouble. With the help of his pal, I.Q., he's got to foil the global conquest plans of the S.C.U.M. forces. *(Available Summer '92)*

Kawasaki Caribbean Rally (GameTek)

You cruise through digitized real-life Caribbean scenery in this multi-vehicle race cart. Ride actual Kawasaki racing bikes, dirt bikes, and jet skis. You can even see two new vehicles for 1993, before they hit the showroom floor! *(Available August '92)*


Lost Mission

The Legend of Zelda: A Link to the Past (Nintendo)

As previewed in the February '92 issue of GamePro, the third Zelda installment looks like another winner for Link and Nintendo. *(Available April '92)*

Lord of the Rings (Interplay)

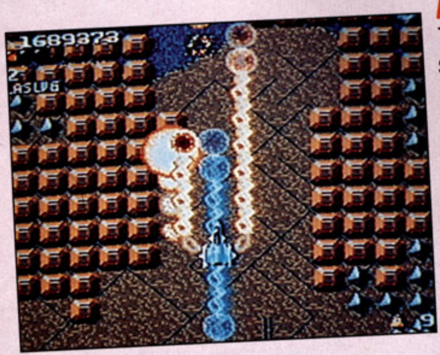
Reluctant heroes try to save the fantastic lands of Middle Earth by destroying the One True Ring. This game is scrupulously based on one of the greatest literary fantasy adventures of all-time. *(Available Winter '92)*

Lost Mission (Vic Tokai)

In this magnificent looking role-play adventure, you, a lost hero, must somehow find your way back to the era you come from – 500 B.C.! *(Available TBA)*

Magic Sword (Capcom)

At Drokmar Keep, the Black Orb has awakened and darkness has filled the land. To eradicate the darkness, you and your group must scale the heights of the Dark Tower and destroy the Orb. Fifty floors of medieval action and adventure keep your SNES burning. *(Available April '92)*


MegaForce

MegaForce (Toho)

This overhead-view aerial shoot-em-up ought to blister a few thumbs, while laying down awesome firepower. *(Available May '92)*

Metal Jack (Atlus)

This heavy metal, cybernetic, combat cart pushes your fighting skills to the limits when you go face-to-face with heavier metal cybernetic enemies. *(Available Fall '92)*

Metal Masters (Electro Brain)

In this super title, you get to build your own cyber-warrior. Then put it to work for you in one-on-one combat situations. *(Available Sept. '92)*

Might and Magic II (American Sammy)

Might and Magic II is one of the greatest fantasy role-playing series ever to hit the SNES. 'Nuff said! *(Available Spring '92)*

Might and Magic III (American Sammy)

The third in this classic RPG series has even better graphics and more involved game play. *(Available Nov. '92)*

Nosferatu (Seta)

Now that he's sucked all the lifeblood out of Simon in Castlevania, Dracula's stalking this cinematic game by Seta. Stay tuned. *(Available Late '92)*

Out of This World (Interplay)

The title says it all. A wacked-out scientific experiment zaps you into a fantastic, danger-filled dimension. The polygon-based graphics are amazing! *(Available Spring '92)*

PGA Tour Golf (Electronic Arts)

Try your hand (and control pad) at four different real-life Tournament Players' Courses. Ten current PGA Tour stars offer playing hints and comments about each hole. Check out the new "Ball Cam"– a golf ball's view of the course as it travels through the air. *(Available March '92)*

Phalanx (Kemco)

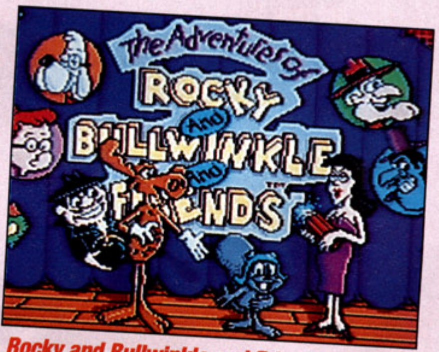
Phalanx is a multi-dimensional, science-fiction shoot-em-up. Collect a bunch of different weapons to defend your spaceship. *(Available Dec. '92)*

Pigskin (Razor Soft)

This arcade sports simulation features bone-crushing football action that includes spears, torches, swords, mud pits, and other bizarre twists. *(Available Oct. '92)*

Prince of Persia (T.HQ)

You're cast in this movie-like adventure as a prince who's determined to rescue the Sultan's beautiful daughter from a forced marriage. You have exactly 60 minutes to do so, and must traverse a 12-level labyrinth to succeed. *(Available August '92)*



Rocky and Bullwinkle and Friends

Rocky and Bullwinkle and Friends (T.HQ)

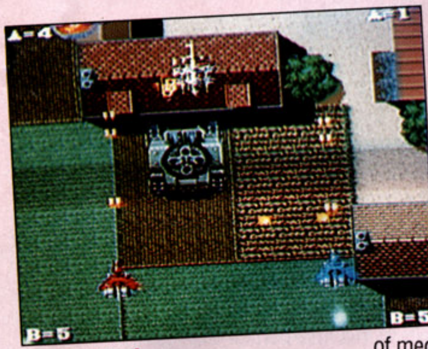
On your SNES this fall, those heroes from Frostbite Falls, Minnesota, are being joined by all their cartoon companions – Dudley Do-Right, Mr. Peabody, Sherman, and, of course, Boris and Natasha. *(Available Oct. '92)*

Q-Bert (NTVIC)

This weird, jumpy creature comes bouncing your way out of his arcade past. Q-Bert must hopscotch his way through multiple levels of puzzling platforms. *(Available Nov. '92)*

Race Drivin' (T.HQ)
Race drivin' comes straight from the arcade with the 3-D graphics that made this game such a hit. Try your luck on the Super Stunt and Autocross tracks. *(Available Oct. '92)*

Raiden Trad (Electro Brain)
This ultra hot simultaneous two-player shooter puts your hand-eye coordination to the test. You'll encounter hundreds of enemies, mega power-ups, and much, much more. *(Available March '92)*



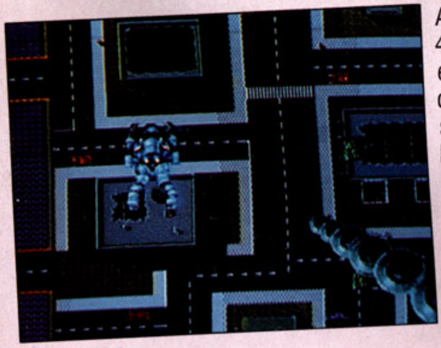
Raiden Trad

Railroad Tycoon (MicroProse)
The Calvary didn't tame the wild West. The railroads did! Now, you can be a robber baron, too. *(Available Oct. '92)*

Rampart (Electronic Arts)
Rampart is based on the arcade hit by Atari Games You'll immerse yourself in a world of medieval military strategy. Battle other castles and buccaneers as you try to repair your stronghold. *(Available Spring '92)*

Rap Quest (T.HQ)
The Villain is coming down with his Strong Arm men, and Rap City's bummin'. Just as everyone was about to give up hope, along comes Cool Q – the super rapper dude. Is Rap City saved? It's all up to you. *(Available Summer '92)*

Rival Turf (Jaleco)
In this action-packed, Final Fight-style game, you get to put up your dukes and hit the mean streets in search of some fighting action. *(Available TBA)*



RoboCop 3

Road Riot 4WD (T.HQ)
As one of the fastest, wildest, 4x4 racing games ever created, Road Riot 4WD features digitized graphics and realistic sound effects. You'll hear vehicles skid, roll, jump and crash. *(Available Oct. '92)*

RoboCop 3 (Ocean)
He's part human, part machine, and all action! Robo's back with more shoot-to-thrill action. Get an SNES, creep. *(Available May '92)*

Robosaurus (T.HQ)
Aliens want to take over the world, and they're starting with Los Angeles. The one thing they didn't count on was Robosaurus! Use Robo's giant metal jaws to munch the enemy and fry their outposts with Robo's flame breath. *(Available Summer '92)*

Rocketeer (IGS)
Blastoff with the Rocketeer for your SNES. This cart uses actual digitized images from the Disney film. It features horizontal and vertical shooting action, as well as "Operation Wolf"-style challenges. *(Available Spring '92)*

Roger Clemens' MVP Baseball (Acclaim)
The Rocket brings the best of his NES game, along with new features for 16-bit screens. A unique, over-the-fielder's-shoulder perspective is enhanced by digitized sounds and crisp graphics. *(Available Fall '92)*

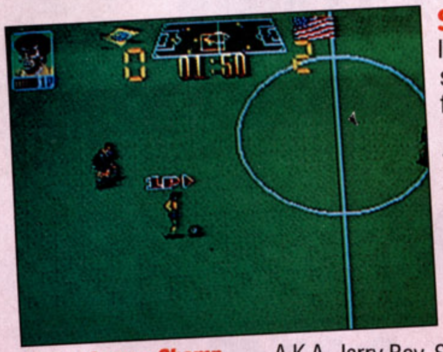
What has four legs and flies?

The Simpsons: Bart's Nightmare (Acclaim)

When Bart Simpson dreams he loses his homework, things get wacky on the Super NES. Bartzilla, Homer Kong, Momthra, and other twisted figments of his imagination appear in fantastical dreamscapes. *(Available Summer '92)*

The Simpsons: Krusty's Funhouse (Acclaim)

Krusty's rodent problem spills over to the Super NES. There's more mice blasting than any sane Simpson can handle. *(Available May '92)*



Super Soccer Champ

Skins Game (Irem)

In this incredibly realistic golf simulation cart, you select from a variety of players and irons. Then head out onto the fresh video game greens to take on some of the toughest golf courses ever! *(Available TBA)*

Smartball (Sony Imagesoft)

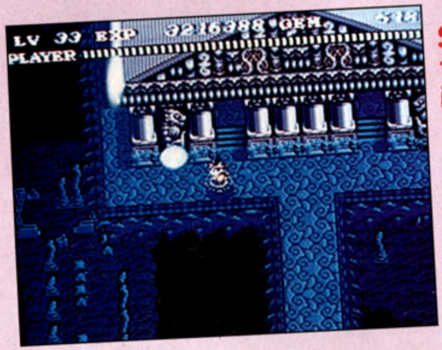
A.K.A. Jerry Boy, Smartball is a pliable little glob of goo, who squirts through the smallest of cracks, while jaunting through a fantastical SNES land. *(Available March '92)*

Soul-Blader (Enix)

From the creators of Actraiser, Soul-Blader is an intense action/role-play adventure with elements of Link and Crystalis. *(Available Sept. '92)*

Spanky's Quest (Namco)

Help Spanky the Monkey use his magic bubbles to find his way through a crazy puzzle-filled world. *(Available May '92)*



Soul Blader

Spider-man and the Uncanny X-Men in Arcade's Revenge (Acclaim)

Spidey and his four uncanny pals team up for their 16-bit debut. Old arch-rival Arcade is back in action, and you must bring his fortress crashing to its knees. *(Available Fall '92)*

Spellcraft (ASCII-ware)

This fantasy action cart wisks you away to a massive alternative dimension. Mix and match weird ingredients and incantations to put together your own book of spells. It's magic. *(Available Winter '92)*

CES SPECIAL REPORT

GENESIS & SNES

GAMES FOR 1992

Star Trek: The Next Generation (Spectrum Holobyte)

If you haven't gone nuts waiting for this action/adventure cart, then go kiss a Klingon. You can join all the stars of the TV show in adventures where no man has gone before. Please, Spectrum, make it so. *(Available Dec. '92)*

Street Fighter II (Capcom)

It was one of the top games at CES, and it's brilliantly translated from the arcade hit. Players battle champion street fighters from around the globe in head-to-head, winner-takes-all action. This cart actually moves FASTER than the coin-op! *(Available June '92)*

Strike Gunner STG (NTVIC)

Here's a great-looking, overhead-perspective shoot-em-up that tries to push the SNES as far as it can go. Try to pilot your aircraft through a seemingly impenetrable sheet of enemy fire. *(Available June '92)*

Super NBA All-Star Challenge (Acclaim)

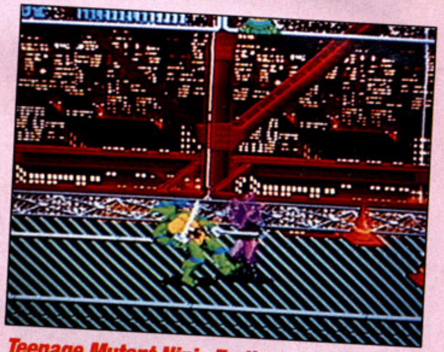
Your favorite National Basketball Association superstars go SNES for some one-on-one hoops action. *(Available June '92)*

Super Battletank (Absolute)

Lock and load, and rock and roll! In this first-person view tank simulator, you get to kick some can in the desert sand with an awesome hunk of armor. (Available June '92)

Super Ninja Boy (Culture Brain)

Game Boy's little ninja guy comes to the SNES with a friend. Two-player fighting action is mixed with role-playing, reminiscent of Final Fantasy II. *(Available May '92)*



Teenage Mutant Ninja Turtles IV

Super Play Action Football (Nintendo)

Here's an update on the classic NES pigskin cart with great graphics, more plays, and NFL teams. *(Available March '92)*

Super Soccer (Nintendo)

Super Soccer is a totally three-dimensional soccer game, with a hot camera angle and wild graphic effects. *(Available TBA)*

Super Soccer Champ (Taito)

You play against international teams. Pretty passing, flying headers, bicycle kicks, and slide tackles are all part of this game. *(Available TBA)*

Swamp Thing (T.HQ)

In a war against the toxic forces of the twisted scientist, Dr. Anton Arcane, the ecological avenger teams up with Tomahawk, a native American game warden, and Bayou Jack, a decorated soldier. *(Available Summer '92)*

Teenage Mutant Ninja Turtles IV (Konami)

The heroes on the half-shell are ready to bust some new combat moves and beat up those video dimension bad guys in this awesome-looking, 16-bit action adventure. *(Available TBA)*

Thunder Spirits (Seika)

After 100 years of intergalactic warfare, Oon Empire's five evil planets are about to defeat your Star Union. You've been chosen to fly an experimental starshooter, called "Styx," against the evil empire. *(Available May '92)*

Tom and Jerry (Hi Tech Expressions)

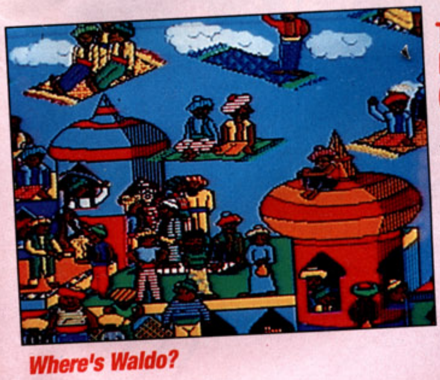
Tom and Jerry are at it again in an all new cat and mouse adventure. This cart sends the troublesome two-some on a wild goose chase through the city streets. *(Available June '92)*

Top Gear (Kemco)

This two-player simultaneous racing game on has 32 different international racetracks split-screen action (top and bottom) and four different vehicles to choose from. There's even nighttime racing! *(Available April '92)*

Toxic Crusaders (Bandai)

Based on the TV cartoon, these radioactive superheroes are on their way to the Super NES. *(Available June '92)*



Where's Waldo?

True Golf Classics: Pebble Beach (T & E Soft)

Expanded and improved over the Waialae edition (see GamePro, January '92), TGC: Pebble Beach offers new features, such as a skins game, course music, and, of course, the hot polygon graphics you've come to expect. Tee up with TGC! *(Available June '92)*

Ultima: The False Prophet (FCI)

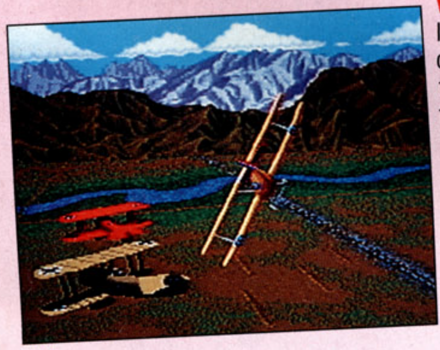
Number six in the ported-from-PC Ultima series, the first ever Super NES installment concludes the second trilogy with a series of omens, which could lead to Britannia's ultimate downfall. *(Available Sept. '92)*

Ultrabots (Data East)

You're in the driver's seat of a giant robo-mech that's armed to the teeth. Blast enemy robot vehicles, before they blast you. *(Available June '92)*

Where's Waldo? (T.HQ)

Super graphics bring the world of Waldo to life on the SNES. To search for the missing magical scrolls, you must see through the vapor trails of volcanoes and scan past the fiery breath of dragons. *(Available Fall '92)*



Wings

Wings (Namco)

In this exciting three-quarter, overhead-view, flight simulation, you get to man the controls of a classic biplane and shoot enemies out of the sky. *(Available TBA)*

Wordtris (Spectrum Holobyte)

Change Tetris' blocks into letters, and you have the basics of this game. Spelling counts. *(Available July '92)*

Nintendo
GAME BOY
CAPCOM USA
MEGA MAN II
OFFICIAL GAME BOY GAME PAK
LICENSED BY Nintendo

Rush.
For your Game Boy, of course.

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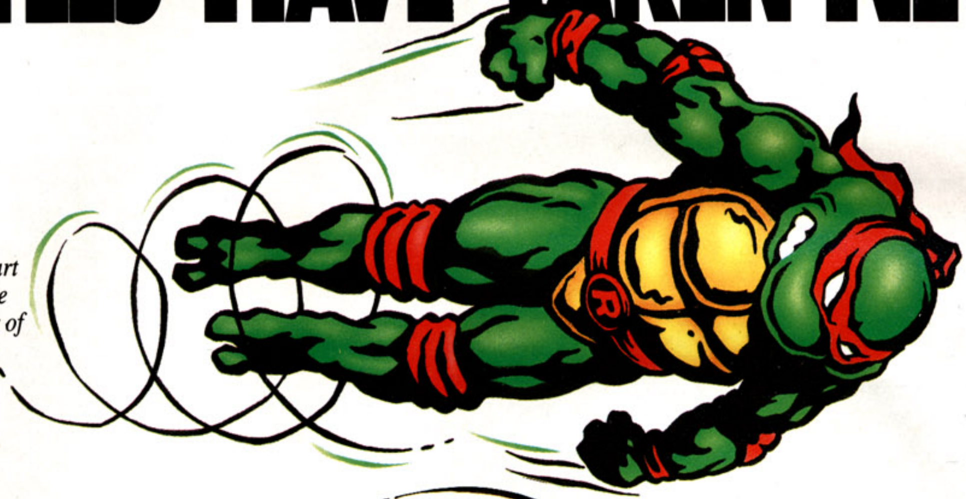
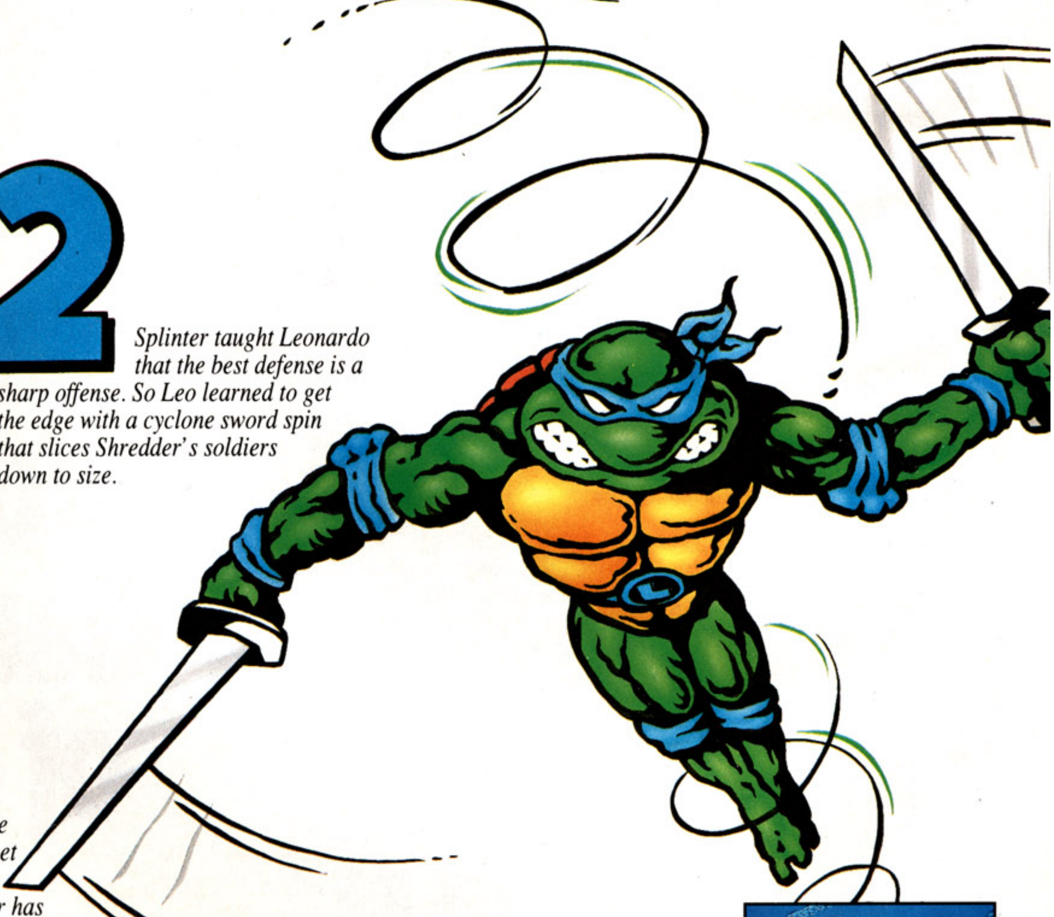
THE TURTLES HAVE TAKEN NEW



1

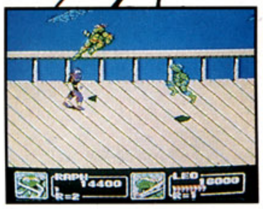
Raphael decided to start using his head when he fought. So after a year of grueling training, he has hard-core head butting down to a science with his power drill attack.



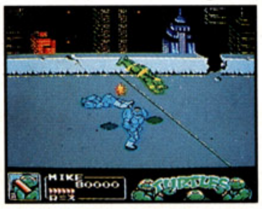
2

Splinter taught Leonardo that the best defense is a sharp offense. So Leo learned to get the edge with a cyclone sword spin that slices Shredder's soldiers down to size.

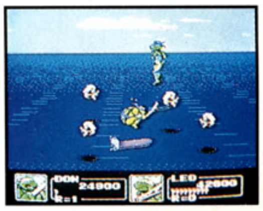
Manhattan's crime rate is up. Two thousand feet to be exact. Because Shredder has ripped the island from the face of the Earth.



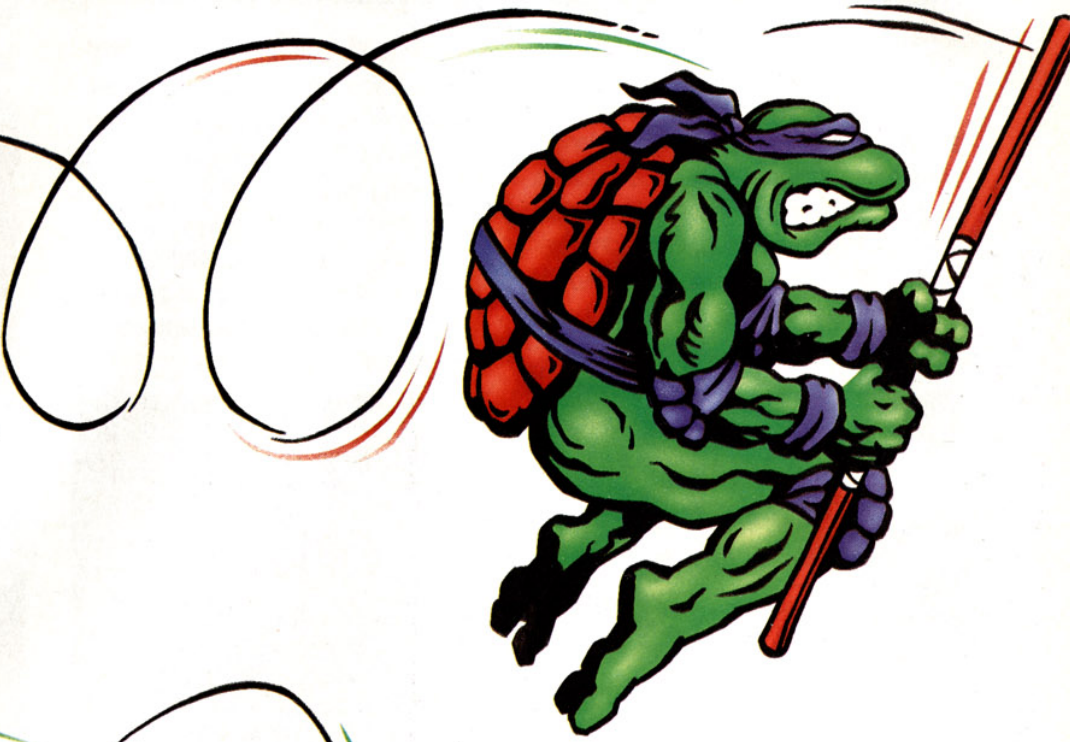
Splinter has taught the turtles some most excellent new moves that'll have Shredder's mob babbling for weeks. And for the first time ever, you can practice your new ninja warfare on each other in the two player mode as you face a never before seen eight level test of turtle power for your NES.™



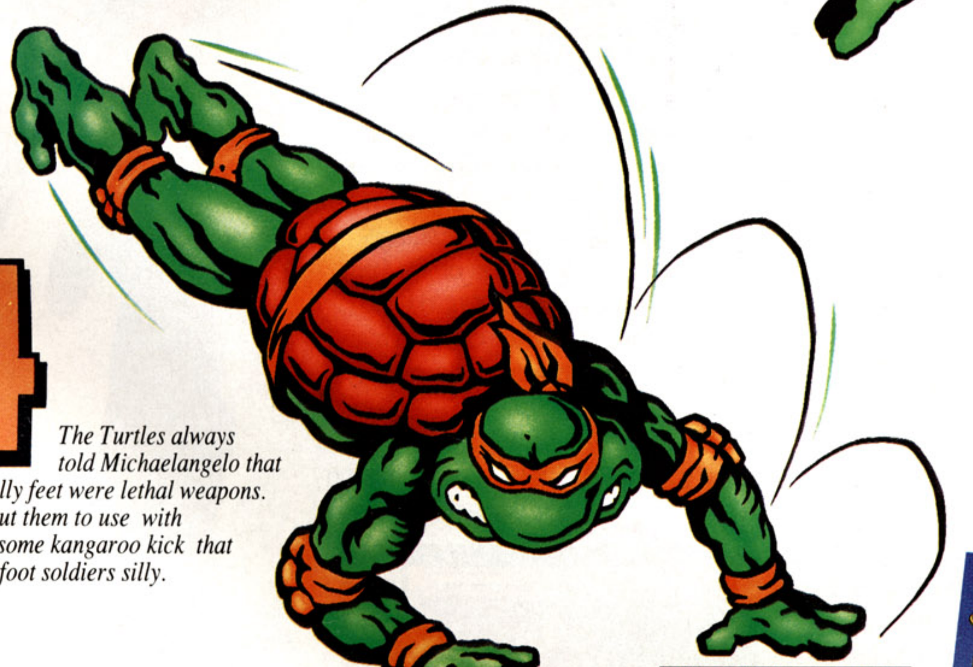
Battle for survival on surfboards, battleships, blimps, star destroyers, and in the seediest parts of Manhattan where even a respectable reptile wouldn't wander.



STEPS TO FIGHT CRIME.



3 *The inspiration for Donatello's devastating attack move came to him while at a late night Bowling for Pizza party. Now he enjoys striking with his gnarly knockout roll. Spare no one, Don.*



4 *The Turtles always told Michaelangelo that his smelly feet were lethal weapons. So he put them to use with an awesome kangaroo kick that knocks foot soldiers silly.*

DON
TURTLES

RAPH
TURTLES

TEENAGE MUTANT NINJA
TURTLES III
THE
MANHATTAN
PROJECT
KONAMI

Fortunately, when the going gets tough you can change turtles in the heat of combat, just like the tastiest of tag teams. It'll take all of the fab four to shred a slew of slugs like Leatherhead, Rahzar, Groundchuck and Tokka.

So team up with the Turtles and stop Shredder from holding up three million dudes and dudettes.

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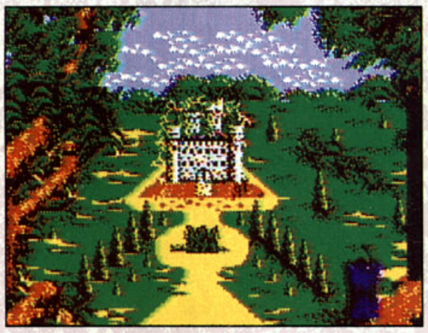
NINTENDO PRO REVIEW

By Monty Haul

Way back in King's Quest III, Gwydion, the kidnapped prince, turned the tables on his captor, the evil wizard Manannan, and transformed him into a cat. Now Manannan's mirror image, Mordack, is seething over his bro's feline condition. Not only does King Graham's son, Gwydion, disappear, but so does Graham's entire castle! Needless to say, the king is not amused. Graham's duty to his kingdom is to subdue Mordack before he hooks up with Manannan.

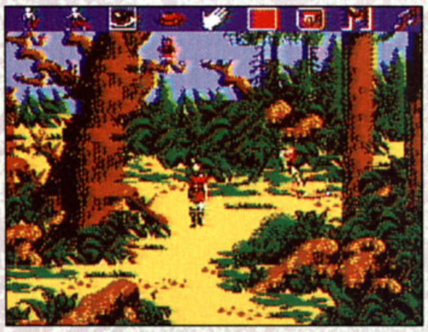


I put a spell on you....

Return of the King

The King's Quest games are legendary sagas for the PC, and this NES version maintains their same top-quality storytelling. Also like the personal computer version, King's Quest V (originally by Sierra On-Line and reprogrammed by Konami for the NES) requires you to think on your feet and direct the hero in the correct course of action. Hack-n-bash and experience-point gathering are out. Storytelling and plot complexity are in.

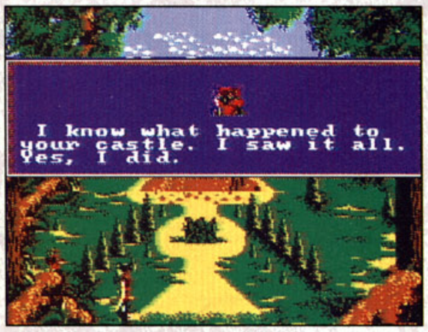
Gameplay is totally three-dimensional. You can walk in any direction, or exit into the next area by leaving the top, bottom, left side, or right side of the current screen. The interface is a snap to learn and implement. You select an icon – the Eye to view, the Mouth to talk, or the Legs to walk – then click on the object for the appropriate interaction.



An interface fit for a king.

Owls and Senile Magicians

Now that you know the basics, here's what's goin' down. As we pick up the tale, you (as Graham) are staring vacantly at a gaping hole in the side of Daventry, which used to be your palace. They say royalty hath its privileges, but there are downsides too. The silence is broken when a friendly talking owl explains that all is not lost.

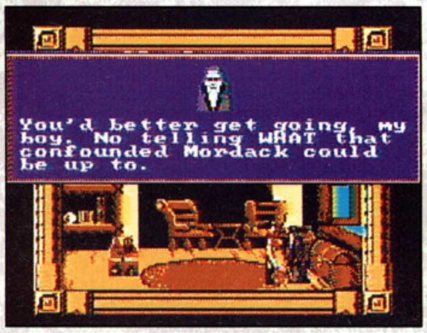


I know what happened to your castle. I saw it all. Yes, I did.

At last, we have an eyewitness!

Graham's newfound feathered friend, Cedric, airlifts you to the land of Serenia. There you meet the kindly but slightly befuddled wizard, Crispin. Crispin gives you a few words of encouragement, but then dumps you on his front lawn with only Cedric as a guide. Oh well, looks like Graham must take matters into his own hands, as usual!

During your travels, you'll encounter people and creatures, many of whom will need your assistance. You begin with no money, no food, no supplies, and little hope. Best head to town and see what's to see. Along the way, you'll notice a bear nosing around a beehive. If you could get



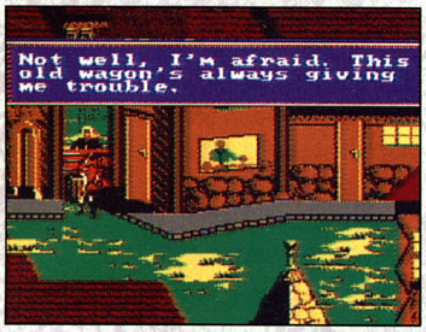
You'd better get going, my boy. No telling WHAT that confounded Mordack could be up to.

Duty calls!

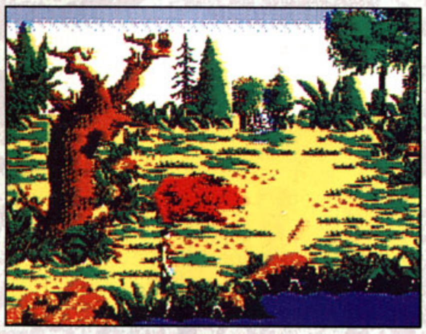
Absence
Heart

ng's
uest
Makes the
Yonder

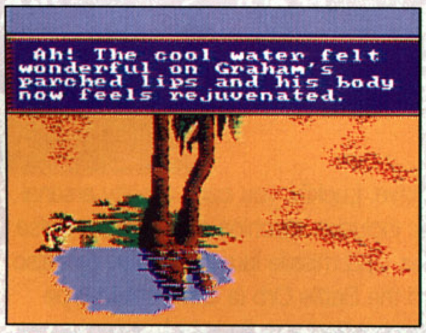
rid of this nuisance, might the bees be grateful? Then there's a fair maiden who's been turned into a tree. She needs her heart back, but a nasty witch has locked it away in a dark forest. What would protect you from the witch's magic?


Not well, I'm afraid. This old wagon's always giving me trouble.

PROTIP: Talk to the fellow in town with the broken wagon. When he leaves, pocket the silver coin he drops. Also, check the barrel and grab the smelly fish.



PROTIP: Use the fish to distract the bear and Queen Beetrice will reward you with a honeycomb.


Ah! The cool water felt wonderful on Graham's parched lips and his body now feels rejuvenated.

PROTIP: Make a map when you brave the desert heat, and be sure to quench your thirst at the oases along the way. When you're warned of a parched throat, you'll be vulture lunch in a few more screens! Look for three important locations here: a corpse with an old shoe, a temple, and a bandits' camp.

You'll encounter many such situations as you journey through town, the surrounding countryside, a mountain range, a coastal region, and of course, Mordack's island stronghold. Konami estimates gameplay at 50 plus hours, so save, save, save. Also, make sure to record your password before you clock out for the day.

PROTIP: Don't worry if your inventory is loaded with items which seem worthless. You'll use them all, eventually. The honeycomb will come in handy when you're trying to escape from the dark forest. The old shoe will help you save a rat from a cat. Finally, the custard pie will help inside the ice cave.

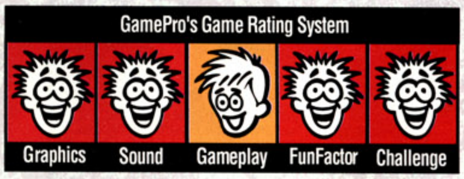
King Questing, Step by Step

As you've probably discerned, King's Quest games are object and puzzle oriented. You'll find an item, then use that item to deal with a problem. You may also trade in that item for a better one you can use elsewhere, and so on and so forth. Occasionally, you'll get hung up on a puzzle and not be able to progress until you figure out how to complete it, which can be quite frustrating. On the other hand, your sense of accomplishment when you unravel a particularly unnerving dilemma is indescribable!

Graham Rules

King's Quest V breathes new life into 8-bit, or for that matter, any-bit adventure games. The scenery paints a pretty portrait, despite the limitations of the NES machine. You'll be impressed with the olden-times music, too. The only shortcoming observed in KQ V is that small items are sometimes indistinguishable against the bright backgrounds.

All too often, video RPGs are combat-heavy clones of one another. Sure, monster-crunching can be a blast now and then, but King's Quest V's creativity makes it one of Konami's crowning achievements.

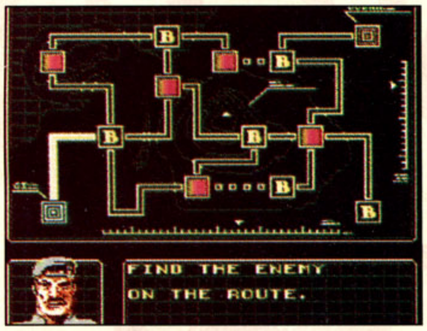


King's Quest V: Absence Makes the Heart Go Yonder by Konami
Available late Spring '92
Price not available

NINTENDO PRO REVIEW

By Riff-Raff

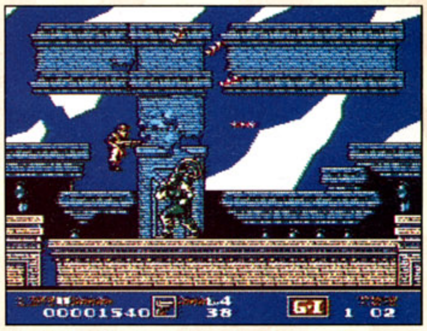
The G.I. Joe team's back, and Capcom pushes them to their fighting limits in a new NES action adventure, G.I. Joe: The Atlantis Factor. In order to sabotage Cobra commander's world take over, the Joe Team has to infiltrate Cobra's secret weapons complex.


FIND THE ENEMY
ON THE ROUTE.

Talking with Striker.

Enemy Territory

This game is a somewhat predictable sideview shoot out where you fend off hordes of Cobra soldiers and "mini-bosses," to eventually assassinate the Cobra Generals. Don't expect too much variety in enemies or action, 'cause there isn't much. The maze-like weapons complex is divided into several areas. Once you wipe out the Cobra forces in the complex's pre-fight warmup section you area you receive a detailed map which enables you to choose your path of attack in the complex's two main areas (A and B).



PROTIP: Start at Area A. Rescue the hostages in the second half of this area and you'll face the "easiest" General.

PROTIP: Almost every area has a "mini-boss." Jump over his head , then quickly turn in the air and punch him in the back of his head.

One of the best things about this cart is that you can play several of your favorite Joes at once. You begin your mission as General Hawk. During your attack, you run into five other Joe Team soldiers: Duke, Roadblock, Snake Eyes, Storm Shadow, and Wet Suit. Each time you meet up with a Joe, his special fighting talent is automatically stored in your Options menu. When you come across a situation that you're not equipped to handle, you can easily select the Joe with the proper talents, such as Wetsuit for underwater maneuvers.

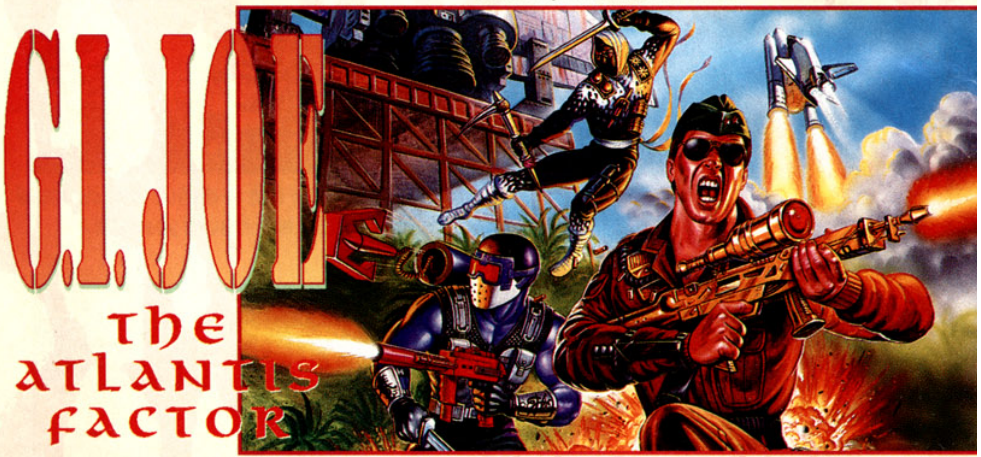
PROTIP: In each stage, send General Hawk out on a reconnaissance mission to figure out which Joe is best for that level. Then you can return to that level with the Joe you need via a password.

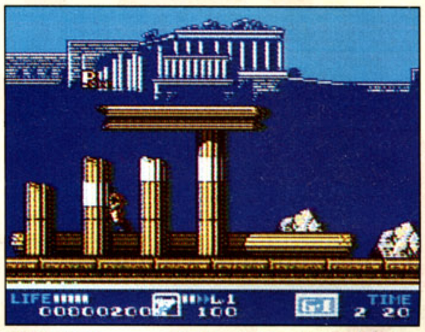
Reinforcements

The Cobra forces attack in repetitious patterns, but they come in waves. You'll need more than hand-to-hand combat to survive. Luckily, you carry a hefty arsenal that includes machine guns, lasers, pulse rifles, and missile launchers. You can also find the Battle Orb (a lethal shield-type weapon) and a radio, which you can use to call in the support-Joes who have life-restoring powers and extra ammo.

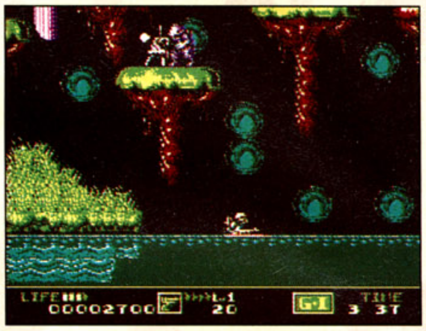
You can also destroy enemies and blast open crates for important supplies. Power-ups soup up your current weapon and give you additional ammo. Collect enough power-ups and you charge up your hand-to-hand combat abilities. You can then perform terrific moves such as flying jump-kicks and knee drops. K-rations will also refill your life bar.

PROTIP: At the beginning of area one, head left and pick up a few power-ups to get you started.





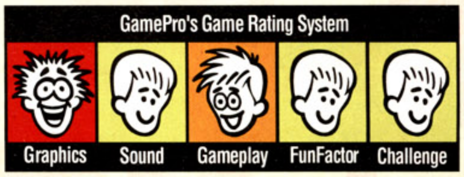
PROTIP: To execute the flying jump-kick, press A, then Left or Right, and then B. Press A, Down, and B to pull the kneedrop – the most powerful move.



Wet Suit, the underwater G.I.

Mission Accomplished

If Capcom's mission was to create a fun Mega Man-style action game with all the G.I. Joe "faves" as characters, they succeeded. However, the game is not without flaws. The mini-bosses are too often clones of each other. The passwords are ridiculously complicated to copy, and after a while, the action becomes repetitive. Still, if you're a GI Joe action fan, you can have a minor blast with this cart.



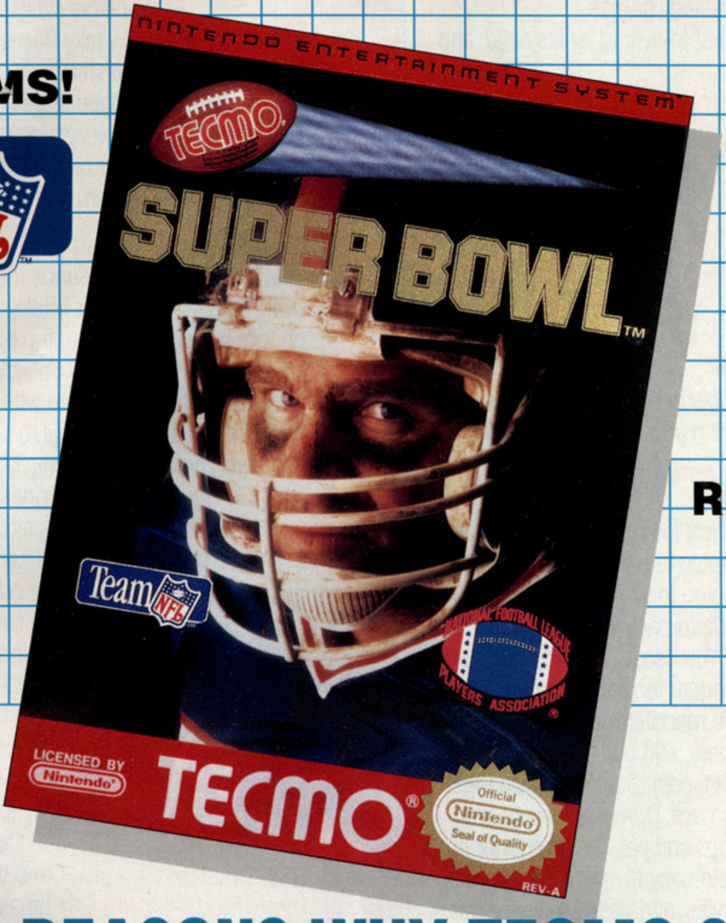
G.I. Joe: The Atlantis Factor by Capcom
$49.95
Available March, 2 megs

ATTENTION!

NINTENDO FOOTBALL GAME PLAYERS

REAL TEAMS!

Team NFL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TECMO
SUPER BOWL™
Team NFL
NATIONAL FOOTBALL LEAGUE PLAYERS ASSOCIATION
LICENSED BY Nintendo
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REAL PLAYERS!

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AWESOME GRAPHICS..........

AWESOME GAME PLAY..........

AWESOME FOOTBALL..........

ONLY FROM TECMO..........

Gemfire

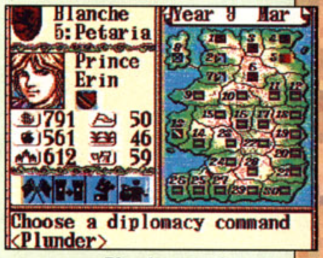
By Bro. Buzz

Koei's mastered the fine art of squeezing massive, far-reaching, historical, geopolitical, military strategy games into NES carts. Gemfire is their first foray into fantasyland, and it's one of their best games yet.

Precious Stones

During an awesome mystical war in Ishmeria, an evil wizard transformed six magicians and a Fire Dragon into seven magic Gems. You must find the Gems and reunite Ishmeria.

As with most Koei games, you get your money's worth here. Choosing one leader from six noble families, you manage a motley cast of nobles, while playing four lengthy scenarios.

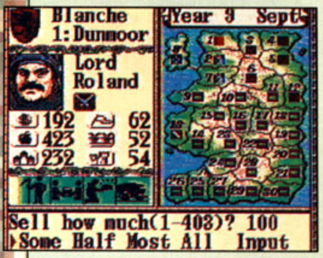


Blanche
5:Petaria
Year 9 Mar
Prince
Erin
791 50
561 46
612 59
Choose a diplomacy command
<Plunder>

Plunder pays !

PROTIP: View often. Always be aware of your competitors' status.

To stay in tune with the political intrigue, you use an easy-to-read map screen which delineates the 29 provinces of Ishmeria. Adjacent windows enable you to issue four types of commands: Military, Domestic, Diplomacy, and Vassal.



Blanche
1:Dunmoor
Year 9 Sept
Lord
Roland
192 62
423 52
232 54
Sell how much(1-403)? 100
Some Half Most All Input

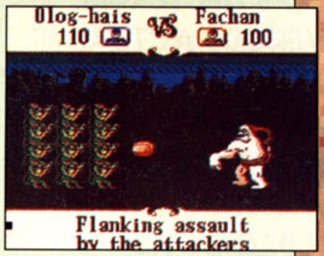
PROTIP: Always spend bucks on Cultivation and Protection. It will carry you through hard times.

You use Military to invade and conquer territory, recruit troops, hire monster mercenaries (nine types), and buy skilled fighters (six types). But to win, you must also use: Domestic to cultivate crops and passify the populace, Diplomacy to spy and to make alliances, and Vassal to keep your Lords and Ladies in order.

You face interesting natural disasters, such as Fire, Snow, and Plague. Gemfire also tosses 13 unnatural obstacles at you. Pixies tear up your crops, Hobgoblins steal your gold, and sometimes even your own Bugbear goes bonkers.

The cart's CPU does a great job of orchestrating all the action and quickly calculating the appropriate consequences when you make a decision.

Gemfire is also the best-looking 8-bit Koei cart yet. It's battles are particularly well executed.

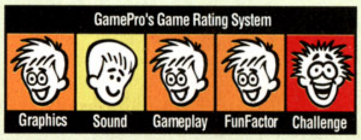


Olog-hais 110 VS Fachan 100
Flanking assault
by the attackers

PROTIP: Flanking assaults are the most effective.

It's Magic

RPGs always demand a time commitment and Gemfire's worth it. It's the easiest Koei cart to learn how to play. Gemfire's a gem.



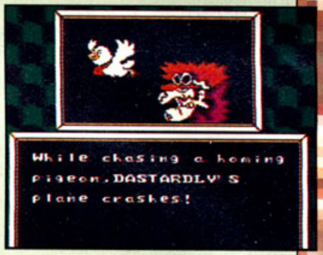
Gemfire by Koei
Available now
4 megs

Wacky Races

By Feline Groovy

Those Hanna-Barbera-ians of questionable character, Dick Dastardly and his sidekick Mutley, have been competing in the international Wacky Races forever, and they've never won. In fact, they rarely finish a race.

Nothing's changed in this NES cart. As usual, everything's gone wrong and poor old Mutley's must save DD from disaster.



While chasing a homing pigeon.DASTARDLY'S plane crashes!

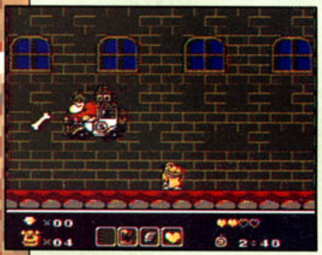
Dick Dastardly's done it again!

A Toothy Grin

Wacky Races by Atlus sends the swift, easy-to-maneuver Mutley on foot through three multi-part courses: Hip Hop, Splish Splash, and Go Go America. As he pads along, Mutley clashes with a variety of unsavory creatures. What's a poor doggie to do? Flash those pearly whites and start chompin'. However, Mutley needs some back up, which is why he's hidden Bones throughout each course.

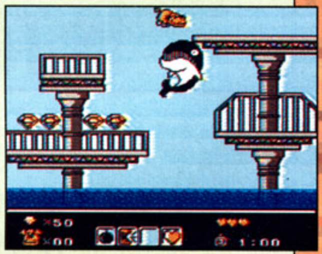
When Mutley sinks his teeth into a Bone, he beefs up his energy level and gains super canine powers, such as his dreaded Sonic Bark which blasts enemies right off the screen. Other tasty power-ups include a pair of Wings and a supply of Bombs.

This wouldn't be a wacky race without the motley crew of wacky racers, which include the Bouldermobile, the Creepy Coupe, the Compact Pussy Cat, and the Arkansas Chugga Bug. At the end of each course, one of the Wacky Racers attempts to turn Mutley into road-pizza.



PROTIP: Mow down this creep on wheels by positioning Mutley in the center. Wait for the car to bounce over Mutley's head 3 or 4 times, then jump and dodge left, or right, to avoid flying bombs.

PROTIP: To preserve energy while you build up your heart meter, collect as many Bones as you can get your paws on. Weapons enable you to attack from a safer distance.

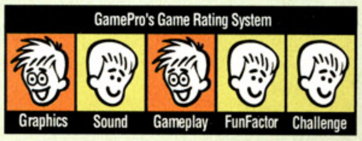


PROTIP: Bounce off this whale's head to reach the upper most platform in the third part of World B. If you take the lower route, Mutley's forced to make an impossibly long jump.

Hot Doggie

Mutley's NES adventure is as entertaining as the cartoon and has a challenge level suitable for middle-of-the-road gamers. Mutley deserves a break. You won't go wrong doing this doggie a good deed.

Wacky Races by Atlus,
$49.95
Available May '92
2 megs



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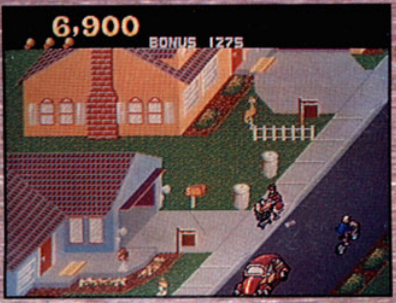
6,900
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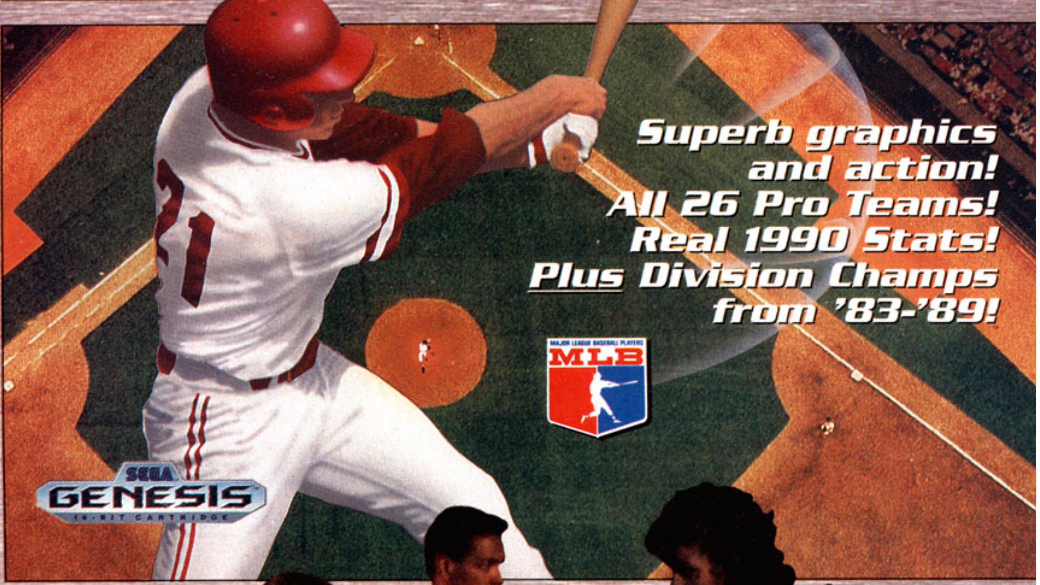
R.B.I. BASEBALL 3™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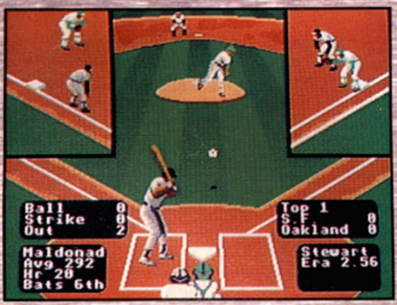
All 26 Pro Teams!
Real 1990 Stats!
Plus Division Champs from '83-'89!


Ball 0
Strike 0
Out 2
Top 1
S.F 0
Oakland 0
Maldonad
Avg 292
Hr 20
Bats 6th
Stewart
Era 2.56

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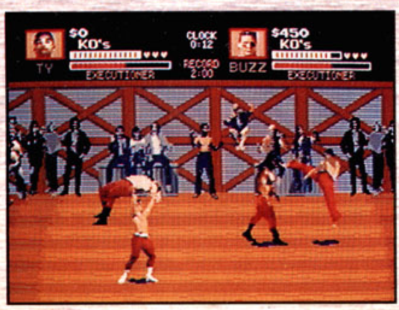
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BIG BASKETBALL BLOWOUT II

By Fanatic Fan

> *"Basketball jones...I got a basketball jones...I got a basketball jones, oh baby, oooh oooh ooooh."*
>
> *Cheech and Chong*

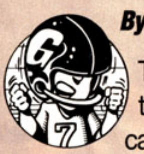
That's right, sports fans, we've got a basketball jones – that incredible desire to lace up our Pumps and hit the hardwood. Lucky for us, there are a number of game makers with the same desire! So check out13 of the hottest, newest hoops carts for the Genesis, SNES, NES, Lynx, and Game Boy. As an added bonus, look into the future of basketball video gaming – a preview of Electronic Art's "Michael Jordan Flight" for the IBM PC, truly the FUTURE of sports simulation.

So sit back. Grab a cold Yoo Hoo and some chips, and let Air GamePro take you to a world where every floor is a parquet court, and a 40-inch vertical leap is considered normal. It's GamePro's second annual Big Basketball Blowout!

PREVIEW BULLS vs. LAKERS

Genesis and SNES

By Fanatic Fan

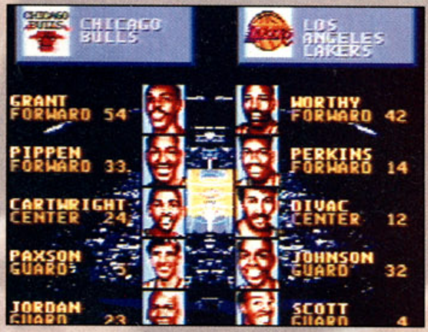


They're back! The best of the NBA have been put in a cartridge ready to pop in your Sega Genesis or SNES. I'm talkin' Lakers vs. Bulls, the newest basketball simulation from Electronic Arts.

Back in January 1991, I nearly ran out of adjectives praising the excellence of Lakers vs. Celtics, EA's first Genesis basketball game. Hard to believe, but Lakers vs. Bulls looks to be even better!

If It's Tuesday It Must Be Milwaukee

EA has doubled its number of teams. You can now choose from 16, instead of 8. Everyone who made the play-offs in 1991 is represented in this game (Milwaukee, Chicago, Boston, Atlanta, New York, Indiana, Detroit, Philadelphia, Portland, Utah, Los Angeles, Houston, San Antonio, Phoenix, Seattle, and Golden State). As in the original game, this sequel includes the East and West All-Star squads.

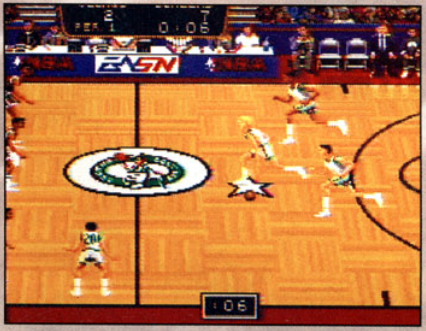


CHICAGO BULLS
LOS ANGELES LAKERS

GRANT FORWARD 54
PIPPEN FORWARD 33
CARTWRIGHT CENTER 24
PAXSON GUARD 5
JORDAN GUARD 23

WORTHY FORWARD 42
PERKINS FORWARD 14
DIVAC CENTER 12
JOHNSON GUARD 32
SCOTT GUARD 4

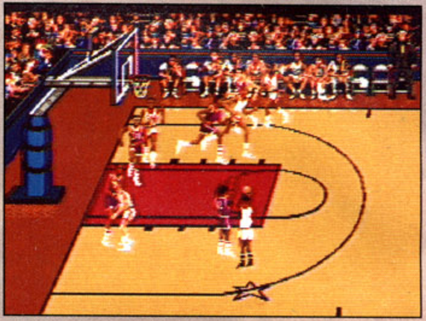
You take control of your favorite NBA team, complete with their 1991 line-up. (Genesis)



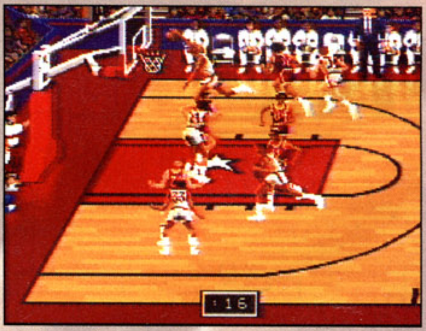
Larry Bird brings the ball up for the Celtics. Check out that PARQUET floor! (SNES)

Another big improvement is the addition of game stats. Lakers vs. Celtics included each player's season stats, but ignored who was doing what in the current game you were playing. Lakers vs. Bulls keeps a running tally of minutes played, shots attempted and made (both regular buckets and three-pointers), rebounds, and free throws. The only things missing are assists, steals, and blocks. Hey, nobody's perfect!

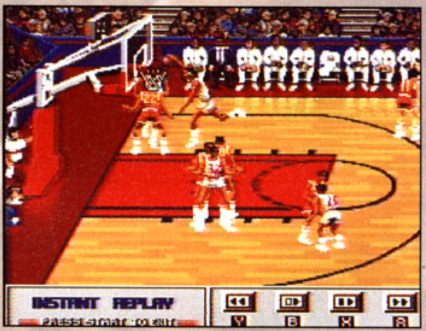
Like in Lakers vs. Celtics, the superstars in Lakers vs. Bulls have their own special signature moves: Magic Johnson has his finger roll; Charles Barkley has his two-handed gorilla dunk; and Michael Jordan has an assortment of slams. Each star now has more than one move, which adds to the excitement of this cart.



A Sixer shoots for three! (Genesis)



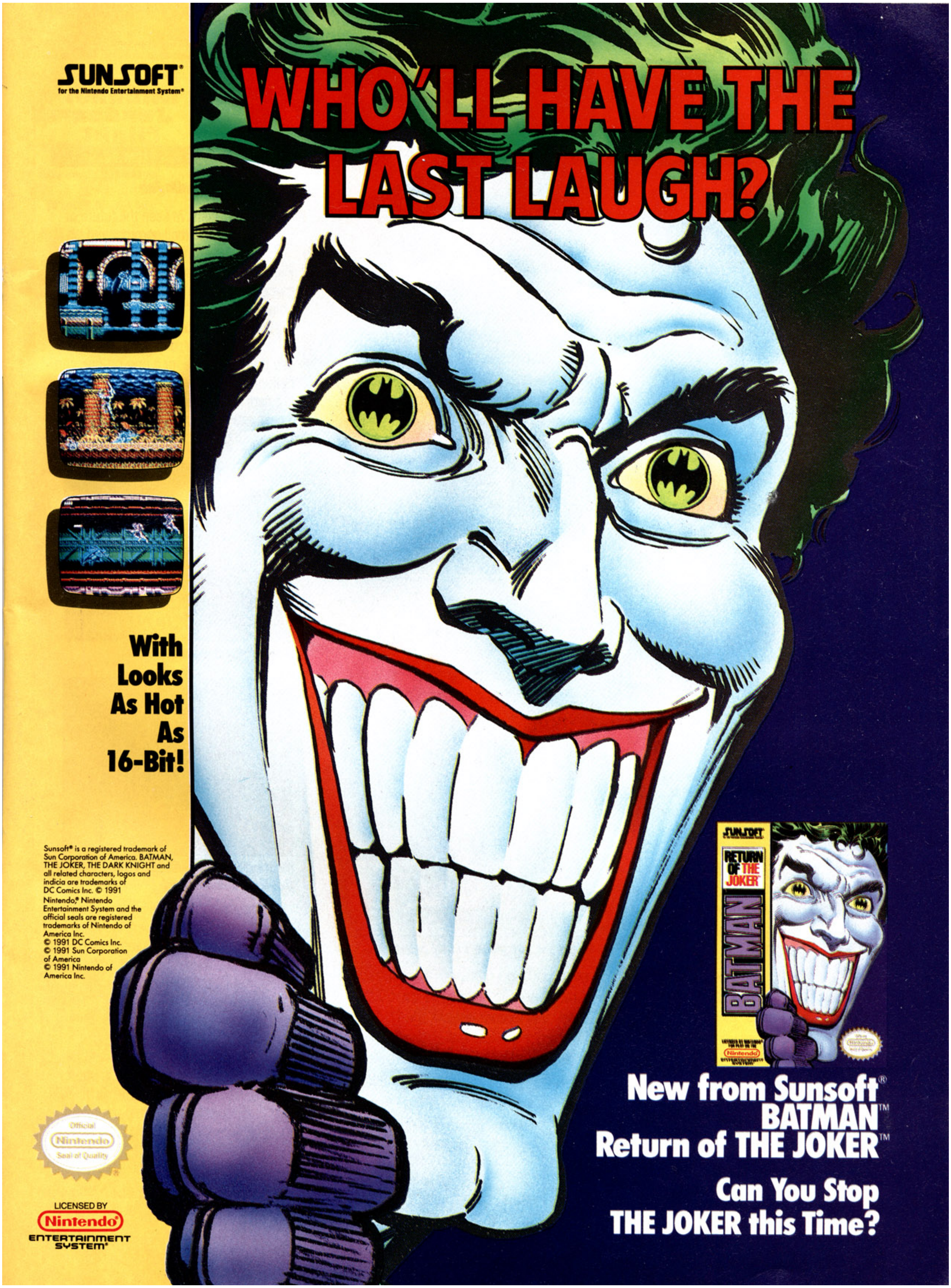
Michael Jordan goes airborne! (SNES)



Check out great plays over and over again using the EASN instant replay. (SNES)

With every attempt, Electronic Arts comes a little closer to producing a sports game that is as good as the sport it's trying to emulate. Lakers vs. Bulls could be one giant step closer to perfection. It's so good you'll find yourself reaching for a towel and some Gatorade during time-outs!

Bulls vs. Lakers by Electronic Arts
Available Spring 1992
for the Sega Genesis and the SNES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PREVIEW

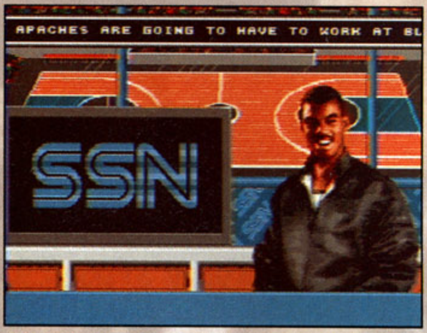
David Robinson's Supreme Court

Genesis

By Fanatic Fan

When it comes to creating sports games, the folks at Sega usually follow a predictable pattern. First, they license a big name sports celebrity to endorse their game (such as Arnold Palmer, Tommy Lasorda, Pat Riley, and Joe Montana). Next, they add lots of flash and glitz to the game to make it look great, even if the great graphics come at the expense of realistic sports play.

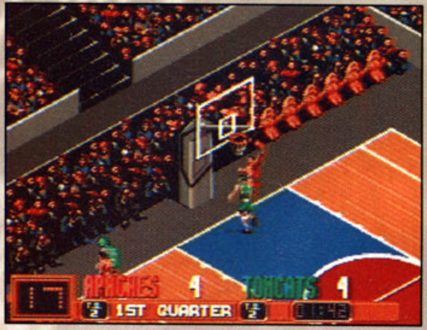
When it comes to a celebrity endorsement, Sega's got one of the best in David Robinson's Supreme Court. David Robinson is arguably one of the top five players in the NBA. At seven-feet, two-inches tall, he definitely qualifies as "big!"



David Robinson practicing for his "after the NBA"career.

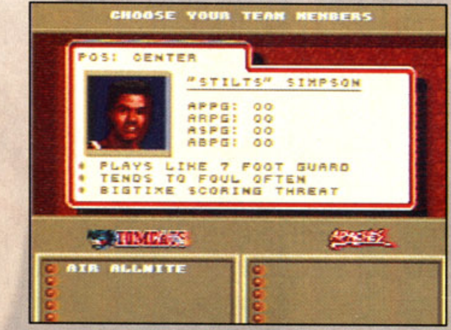
And Now for Something Completely Different

This time Sega has taken an unusual approach. They sacrificed graphics at the expense of realism. David Robinson's Supreme Court is one of the fastest moving sports games ever made. Your players will charge up and down the court at speeds equal to an NBA contest. While there are no close-up slam dunk visuals (as in Pat Riley Basketball, Sega's first Genesis roundball game), there are 24 incredible moves – from a gliding tomahawk slam to a rim-rattling two-handed dunk.



What a dunk!

Another unique feature of this cart is the player selection phase, where you choose your starting line-up from a group of 20 players. Each player has different strengths and weaknesses, so it's up to you to balance your team design.



CHOOSE YOUR TEAM MEMBERS

POS: CENTER

"STILTS" SIMPSON

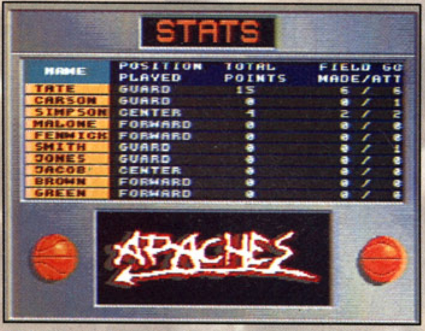
APPG: 00
ARPG: 00
ASPG: 00
ABPG: 00

- PLAYS LIKE 7 FOOT GUARD
- TENDS TO FOUL OFTEN
- BIGTIME SCORING THREAT

AIR ALLNITE

Choose the players that will be in your starting line-up.

While we're talking unique features, David Robinson's Supreme Court possesses Role-Playing for MVP. This doesn't mean you'll be grabbing a broad sword at half time and battling to the death. Instead, this feature selects the MVP of the game after the last ball is sunk. If you're selected as MVP, you'll be invited to the ultimate showdown, where you take on a team led by David Robinson.



STATS

NAME	POSITION PLAYED	TOTAL POINTS	FIELD GO MADE/ATT
TATE	GUARD	15	6 / 6
CARSON	GUARD	0	0 / 1
SIMPSON	CENTER	4	2 / 2
MALONE	FORWARD	0	0 / 0
FENWICK	FORWARD	0	0 / 0
SMITH	GUARD	0	0 / 1
JONES	GUARD	0	0 / 0
JACOB	CENTER	0	0 / 0
BROWN	FORWARD	0	0 / 0
GREEN	FORWARD	0	0 / 0

This game has plenty of stat categories.

David Robinson's Supreme Court by Sega for the Sega Genesis, Available Spring '92

SPECIAL PREVIEW

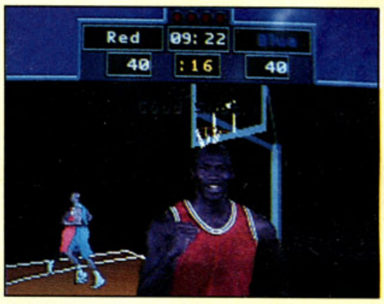
Michael Jordan Flight

IBM PC

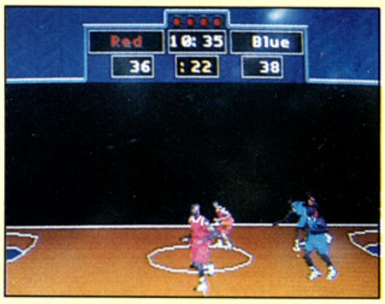
By Fanatic Fan

We have seen the future of basketball gaming, and it's Electronic Arts' Michael Jordan Flight (working title) for the IBM PC. This game features some breakthrough technology known as "Video-Sim," which actually uses full-motion video animation.

You take control of Michael Jordan in a three-on-three, or a one-on-one competition. All of Jordan's trademark moves are here. Thanks to digitized video, you'll swear you're watching a live televised basketball game!



Jordan, upclose and personal.



Maneuver your life-like NBA stars around this true-to-form court.

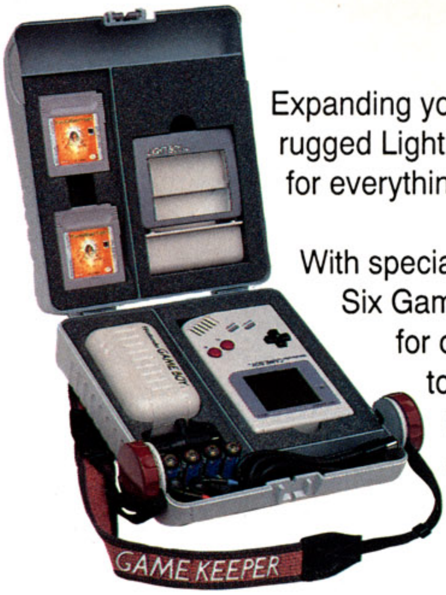
After the game, the Electronic Arts' Sports Network announcers kick into action by interviewing the game's stars and showing the hottest highlights. The game also has a video edit lab, where users can create their own highlight films. You'll direct the camera and capture the action from any angle.

Michael Jordan Flight looks to be one of the hottest innovations in sports gaming since Pong. The good news is that Electronic Arts wants to bring this exciting game to your Genesis or SNES. When they do, you can bet the sports fanatics here at GamePro will have it first!!!

Michael Jordan Flight by Electronic Arts Available Summer '92 for the IBM PC

Keeping It Portable Was Tough...Until Now.

GAME KEEPER
GAME KEEPER



Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy ***GAME KEEPER*** is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

With special compartments for your Game Boy, Light Boy, Rechargeable Battery Pack, Six Game Paks, Game Link, and Ear Phones, the Light Boy ***GAME KEEPER*** allows for on-the-go action. A port is even provided to allow the cord for the battery pack to pass through to Game Boy. If you have a battery pack, you can keep it inside the ***GAME KEEPER*** and still provide the power to keep your Game Boy going on the outside.

Never again will you have to sacrifice power for portability.

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PRO REVIEW

JORDAN vs. BIRD

SNES

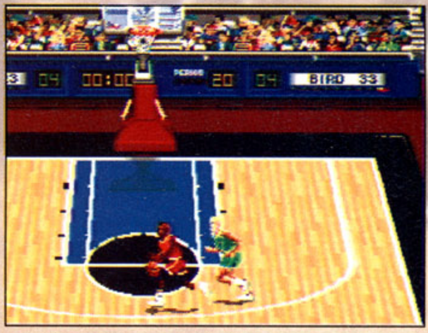
By Fanatic Fan

Way back in the early 80's, a little computer software company called Electronic Arts released a game called "Dr. J and Larry Bird Go One-on-One." The game featured two of the hottest players in the NBA, Julius Erving of the Philadelphia 76ers and Larry Bird of the Boston Celtics.

A decade later, the now-retired Dr. J has been replaced by Michael Jordan, and Electronic Arts has grown into a computer and video game mega-company, due to the high quality of their products. Luckily for Genesis owners, Jordan vs. Bird retains the same quality action found in the original EA basketball game, plus some great new improvements.

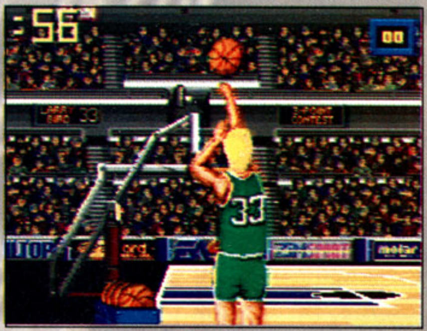
Take It to the Hoop

Jordan vs. Bird is really three half-court basketball games rolled into one. The bulk of the cart is head-to-head one-on-one, which is played to a set score or for a certain time period. You can play either NBA superstar – the slick shooting Bird or the quick-footed Air Jordan. It all depends on your preferred style of play, or on who you like more.



Jordan dribbles around Bird.

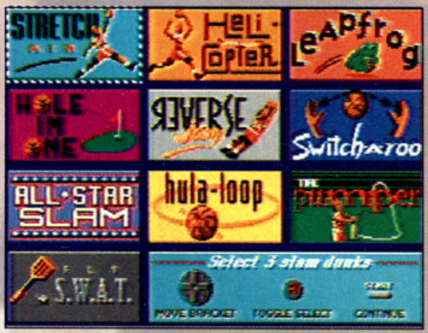
The second game is a three-point shooting contest starring Larry Bird. You have 60 seconds to can five bins of basketballs- 5 balls per bin. The last ball in each bin is a Money Ball, worth double points.



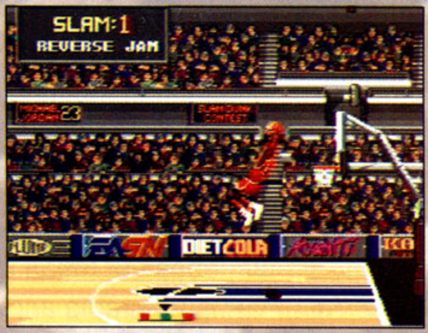
Larry Bird in the Three-Point Contest.

PROTIP: Speed is essential in the three-point competition. Grab for another ball before the last ball you launched hits the basket, or you'll run out of time.

Finally, there's the Air Jordan Slam Dunk Competition. Here, you take control of his Airness and maneuver through a selection of specialty dunks, such as the Hole-in-One and the Windmill. Then, your dunks are rated by a panel of judges.



Pick a dunk, any dunk!

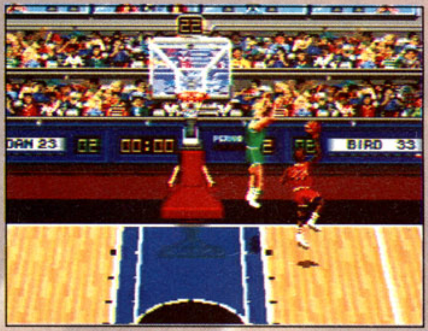


Air Jordan attempts a Reverse Jam.

It Must Be the Shoes!

Electronic Arts wouldn't have gained a great reputation for hot sports games, if they simply recycled games each time they ported it to a new system. Jordan vs. Bird for the Genesis is filled with new, exciting features that improve the game play without complicating it.

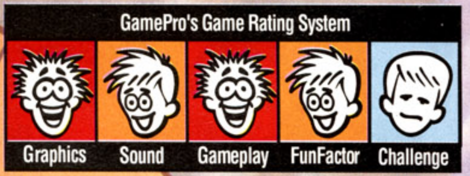
For starters, there's an instant replay feature, a standard in all new EA sports titles. You can set the replay feature on Auto or Manual. It all depends on whether you enjoy seeing yourself get burned by a great move over and over. If you're not a masochist, you'll want keep it set on Manual. The game also has a new Hook Shot feature, which is a one-handed, arcing shot that will befuddle a defender if executed correctly. The Hook gives you plenty of offensive shot selections– something the original game did not have.



Jordan attempts a Hook Shot.

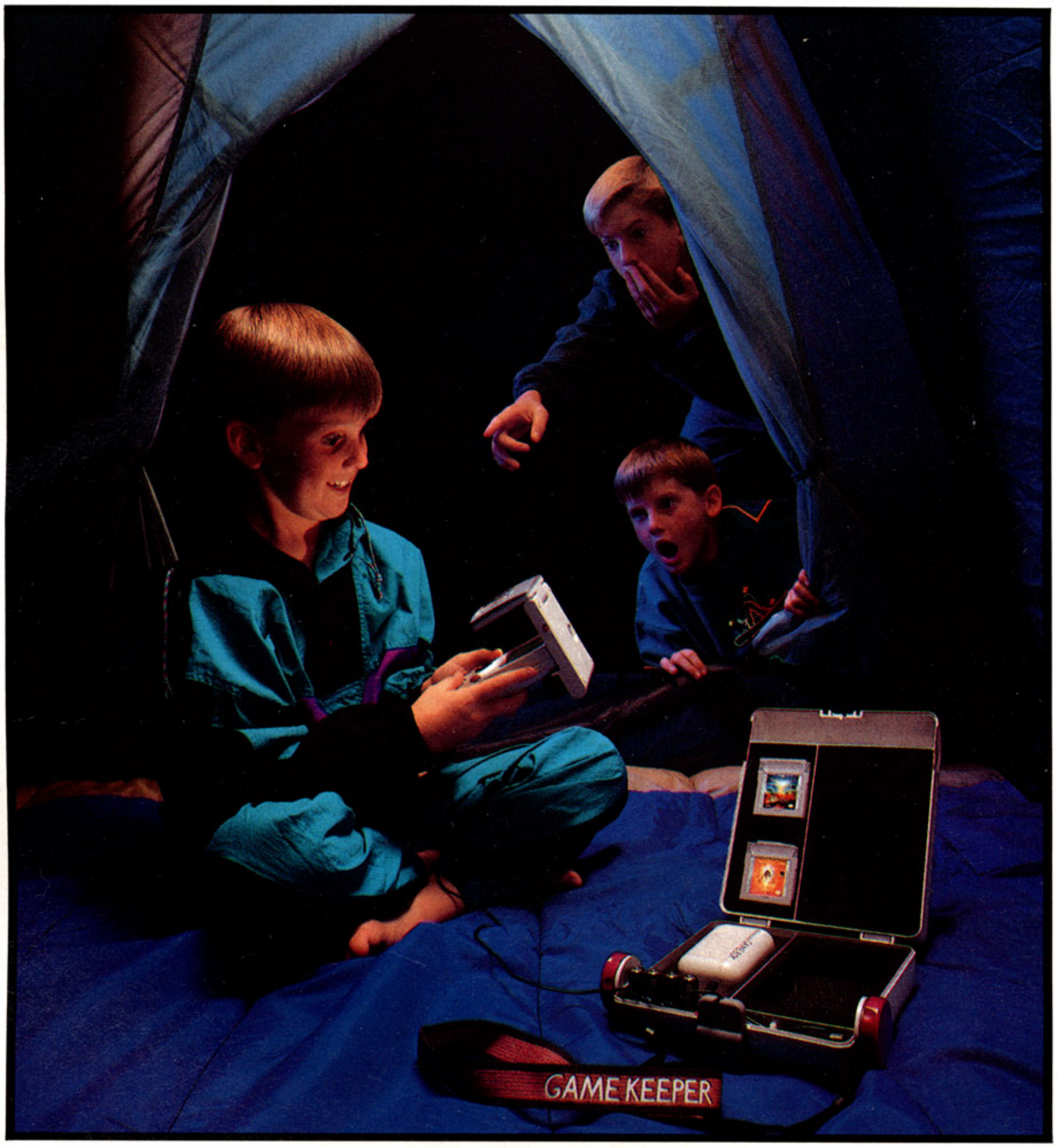
Overtime

If there's one knock on this cart, it's that the computer player is a weenie. Even at the toughest setting, the computer can be tricked, outrebounded, and out-hustled (necessary to win this game). In all fairness to the programmers, however, this game was designed as a two-person contest, which is what one-on-one basketball is all about.

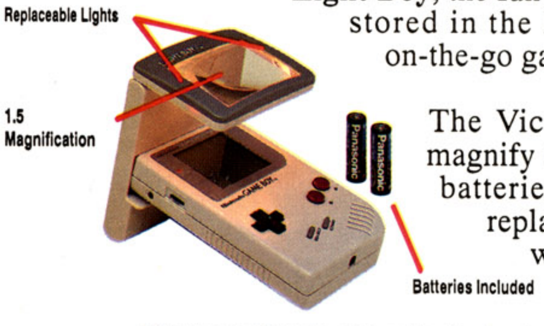


Jordan vs. Bird
by Electronic Arts
$44.95, Available
March '92
4 megs

Light Boy is Bound to Attract Attention



The campfire has died and the marshmellows have been roasted. Now, thanks to **Light Boy**, the fun really starts! All my Game Boy equipment is safely stored in the Light Boy GAME KEEPER, which is great for on-the-go gamers, like me.



The Vic Tokai Light Boy is too cool. Not only does it magnify the LCD screen 1-1/2 times, but it also comes with batteries! And unlike other accessories, Light Boy has replaceable lights, so the fun goes on forever! It's no wonder **Light Boy** is bound to attract attention.

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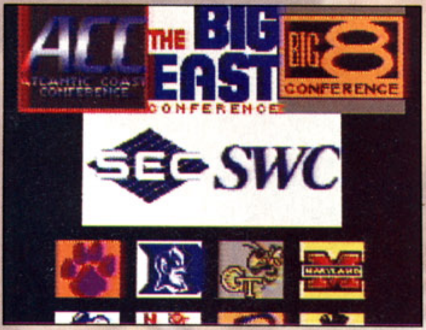
IN YOUR FACE PREVIEWS!

NCAA Basketball

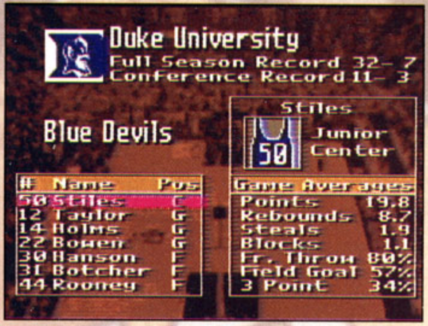
SNES

By Fanatic Fan

One of the most ambitious sports projects for 1992 is Hal America's NCAA Basketball. Hal has licensed the NCAA (that's "National Collegiate Athletic Association" for you cave dwellers) for their SNES basketball game. It's never been done for ANY video game system yet. Since college basketball players are amateurs, they can't enter into licensing agreements. They aren't allowed to be paid for being the pseudo-celebrities that they are. So their names and likenesses won't be in NCAA Basketball.



All your favorite college teams are here!



Duke University
Full Season Record 32- 7
Conference Record 11- 3

Blue Devils

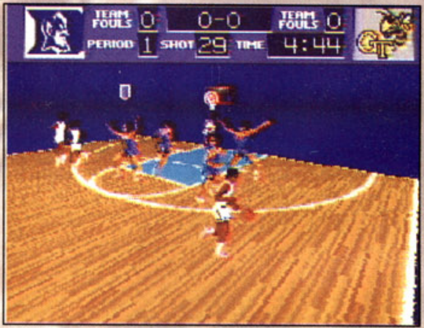
Stiles
50
Junior
Center

#	Name	Pos
50	Stiles	C
12	Taylor	G
14	Holms	G
22	Bowen	G
30	Hanson	F
31	Botcher	F
44	Rooney	F

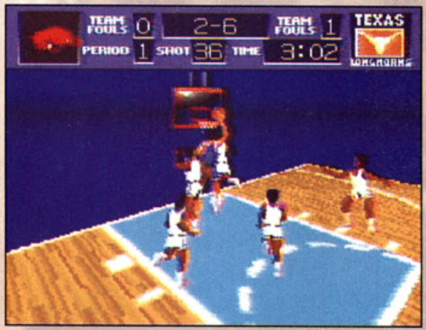
Game Averages	
Points	19.8
Rebounds	8.7
Steals	1.9
Blocks	1.1
Fr. Throw	80%
Field Goal	57%
3 Point	34%

Real stats, but fake player names.

Hal has included five real NCAA conferences (the Big East, the Atlantic Coast Conference, the Southeast Conference, the Southwest Conference, and the Big Eight) and actual 1991 player and team statistics. The players' names are fictional, but the teams are real.

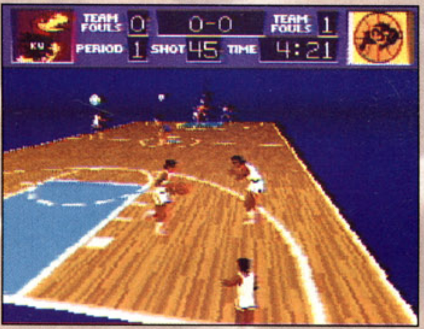


Georgia Tech brings the ball up against Duke.

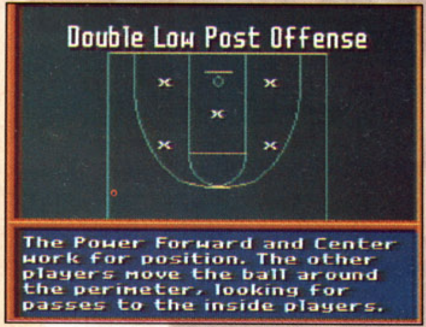


Arkansas slams one home against Texas!

Creating a college sports cart is ambitious, but the way the game plays is the real selling feature of NCAA Basketball. The entire game is presented from a first-person perspective. You'll get an accurate view of the court as your player brings the ball up. When you pass, the angle shifts to the new ballhandler.



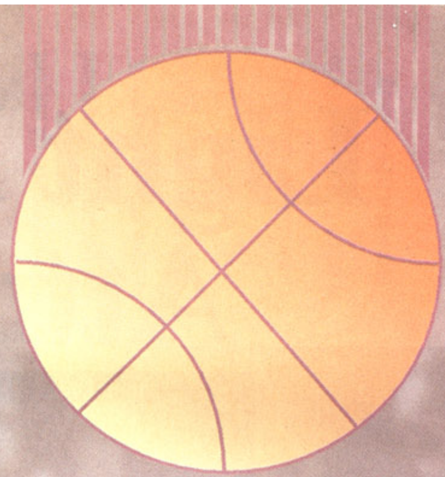
Kansas passes the ball inbounds against Colorado.



Double Low Post Offense

The Power Forward and Center work for position. The other players move the ball around the perimeter, looking for passes to the inside players.

Choose from seven offensive sets.



Add all this to a choice of seven offensive and defensive formations, and you've got a potential candidate for the Team GamePro Sports Game of the Year award! I know I'll be counting the days until I can get my hands on a finished copy of this one!

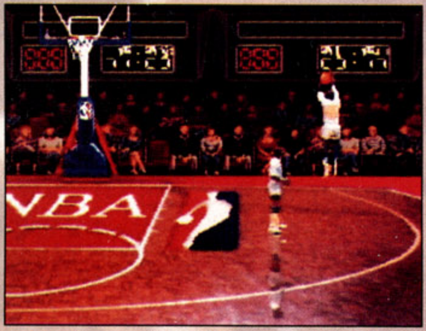
NCAA Basketball by HAL America
Available Spring '92 for the SNES

NBA Super All-Star Challenge

SNES

By Fanatic Fan

NBA Super All-Star Challenge is a half-court cart starring 27 of the most popular players in the NBA- one from every team (Gee, who do you think was picked from the New Jersey Nets?).



Go for three points with your high-leaping shot.

You can compete in a slam dunk competition, a three-point shooting contest, or go head-to-head in a game of one-on-one. Stars, such as Dominique Wilkins, Charles Barkley, Hakeem Olajuwon, and Chris Mullin, are represented in detailed, digitized graphics.

NBA Super All-Star Challenge by LJN
for the SNES, Available Fall '92

CHIPS & BITS GENESIS SNES TG16 GAME GEAR 802-767-3033

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Fantasia	$42
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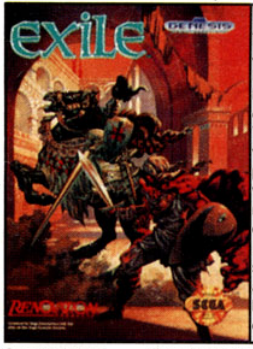
Wonder Boy MonsL	$46

ARCADE BLOCKBUSTERS
DOUBLE DRAGON

In **'DOUBLE DRAGON'** you must battle savage street gangs as you fight through the factories, slums, and wooded outskirts of the city. Use fists, feet, knives, whips, bats, rocks, oil drums and dynamite against deadly Shadow Warriors. **$39**



'EXILE' is an interactive RPG. Join Sadler on his quest to rid his lands of an evil invasion. You will meet a variety of people, from wandering holy men to bold desert bandits. Including large scrolling map, and intense hand-to-hand combat. **$56**

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Indiana Jns Lst Cr	$34
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Mickey Mouse	$29
Ninja Gaiden	$32
Olympic Gold	$32
Outrun	$29
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Paperboy	$32
Popils	$27
Psychic World	$27
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Slider	$29
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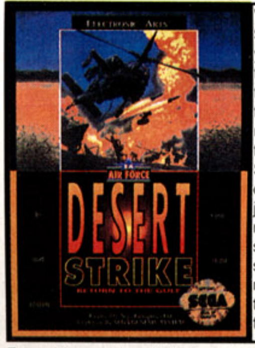

'DESERT STRIKE' gives you over 30 different missions to complete in the Persian Gulf using your Attack helicopter. Scenery includes mobile jeeps, and roaming enemy soldiers. Destroy SCUD missiles, reactors, and oil fields. **$42**

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Warriors Etrnal Sun	$59
Y's 3	$55

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Double Dragon	$39
Fighting Master	$42
Growl	$43
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Kageki	$42
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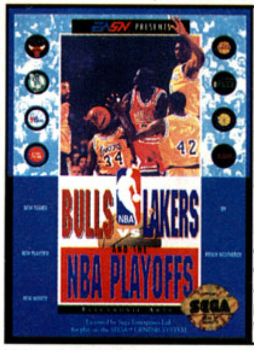

'BULLS VS LAKERS' has real players, teams, & more signature moves. Features all 1991 playoff teams plus the East & West All Stars. Improved passing & defensive controls. New court graphics and active player indicator. **$49**

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Marble Madness	$36
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Ms Pac Man	$35
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Shove It	$29
Star Control	$52
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Warsong	$49
Wheel of Fortune	$49

SEGA SPORTS

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Arch Rivals	$48
Arnold Palmer Golf	$39
Bulls vs Lakers	$49
B Douglas Boxing	$42
California Games	$42
Cyberball	$42
D Robinson Bsktbll	$46
Demolition Rally	$42
E Weaver Baseball	$49
Hardball	$46
Hooves of Thunder	$49
Jesse "The Body"	$46
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Joe Montana 2	$49
John Madden Ftball	$39
John Madden '92	$42
Jordan vs Bird	$39
Lakers vs Celtics	$42
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Olympic Gold	$45
Pat Riley Basketbll	$34
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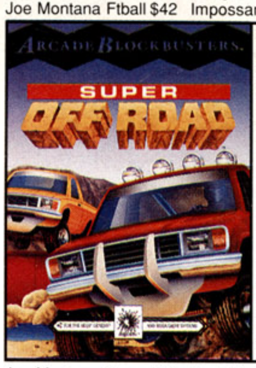

'SUPER OFF ROAD' lets you race through 8 different tracks in 16 configurations. Trade in your winnings for accessories that allow you to beef up your buggy. Avoid obstacles while playing with up to 4 players simultaneously. **$39**

SEGA SPORTS

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TurboVision	$89

TG16 CHIP GAMES

Alien Crush	$19
Battle Royal	$47
Bloody Wolf	$43
Bonk's Adventure	$42
Bonk's Revenge	$45
Cadash	$47
Chmpns Frvr Bxng	$49
Darkwing Duck	$48
Davis Cup Tennis	$43
Devil's Crush	$27
Double Dungeons	$27
Dragon Spirit	$19
Dungeon Explorer	$19
Impossamole	$48
Jack Nicklaus Golf	$34
King of Casino	$19
Legendary Axe 1	$19
Legendary Axe 2	$41
Military Madness	$47
Neutopia	$36
Night Creatures	$48
Ninja Spirit	$42
Ordyne	$19
Panza Kick Boxing	$43
Parasol Stars	$46
Pit Fighter	$42

TG16 CHIP GAMES

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TG16 COMPACT DISK

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Vallis 3	$48
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SNES SIMULATION

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Top Gear	$49
Ultrabots	$54
Wings 2:Aces High	$49

SUPER ADVENTURE
ISLAND
Nintendo
HUDSON SOFT
SUPER NINTENDO

'SUPER ADVENTURE ISLAND' joins Master Higgins as he searches for Jeannie Jungle, his girl, who was turned to stone by Dark Cloak. Uses bonus rounds, terrible traps & evil villains. **$52**

SNES KICK & PUNCH

Final Fight	$54
Lgnd Mystical Nnja	$54
Pitfighter	$49
Rival Turf	$54
Street Fighter 2	$59

SNES HARDWARE

SNES System	$175
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Super Scope	$54

SNES ADVENTURE

Actraiser	$54
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Joe & Mac	$49
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Out of this World	$54
Paperboy2	$54
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Robomech	$54
Rocketeer	$54
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Spanky's Quest	$54
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Teen Mtnt Nnj Trtls	$59
Tom & Jerry	$49
Toxic Crusader	$54
Ultraman	$39
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SNES SHOOTERS

Contra 3	$54
Darius Twin	$49
D-Force	$49
Earth Defenc Force	$49
Gradius 3	$46
Gun Force	$49
Hyper Zone	$39
Phalanx	$54
Raiden	$54
Smash TV	$49
Soulblader	$54
Supr Mega Force	$54
Supr R Type	$49
Thunder Spirits	$49
UN Squadron	$54
Xardion	$54

SNES SPORTS

American Gladiatrs	$54
Bill Laimbeer	$49
Bulls vs Lakers	$54
Champinship Bxng	$49
Extra Innings	$49
Faceball 2000	$54
Hole in One Golf	$49
Jack Nicklaus Golf	$49
Madden Football	$49
Mike Tyson P Pnch	$54
NBA Super Allstar	$54
NCAA Basketball	$59
Nolan Ryan Basbll	$49
PGA Tour Golf	$49
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Pigskin	$54
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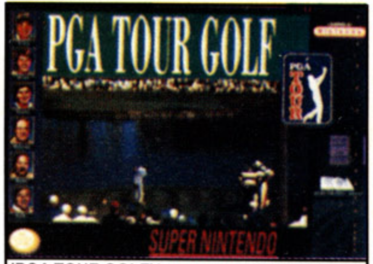
Supr Goal	$49
Supr Hockey	$54
Supr Off Road	$49
Supr Ply Actn Ftbll	$49



'PGA TOUR GOLF' lets you tee off against 60 top tour pros in categories like driving accuracy, par breakers, and putting average with 3D views, TV style coverage, aerial fly-bys, and ball cam. **$49**

SNES SPORTS

Super Slam Dunk	$54
Supr Soccer Chmp	$54
Supr Tennis	$49
Supr Wrestlemania	$54
Waialae CC Golf	$54
Weaver Baseball	$52
World Leag Soccer	$49
WWF Superstars	$54

SNES ROLE PLAYING

Actraiser	$54
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Equinox	$49
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'LEGEND OF THE MYSTICAL NINJA' features simultaneous 2 player action with double warlock stages, 2D and 3D zones, dozens of attack moves, magical puzzles to solve, and items to find. **$54**

SNES STRATEGY

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PREVIEW Tecmo Super NBA Basketball

SNES

By Fanatic Fan

Can Tecmo do for basketball what they did for football? If you're a die-hard roundball fan and you own an SNES, keep your fingers crossed! Tecmo has licensed the NBA, so all the pro teams will be there with complete player rosters. In addition, Tecmo promises their SNES B'Ball cart will have:

- Pre-season play
- Full or abbreviated regular season
- Play-offs
- All-star game
- Penalties and fouls
- Substitutions and player injuries
- All 27 NBA teams

What more could you want?

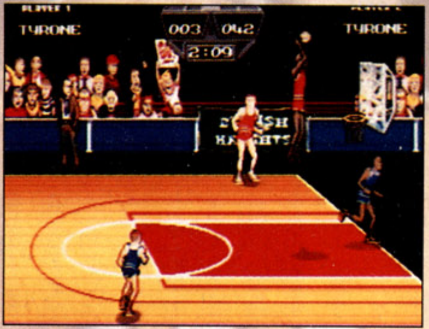
Tecmo Super NBA Basketball by Tecmo Available December 1992

PREVIEW ARCH RIVALS

Genesis

By Flying Edge

The popular Bally/Williams coin-op machine comes to the Genesis, complete with all the punching and gouging that made it a blast to play in the arcade.



Bound ahead with your slam dunk

This is a full-court, two-on-two game, which stars "street" players like Tyrone, Hammer, Moose, and Blade. The goal of the game, like real basketball, is to score more points than your opponent. The big difference is "fouls" don't exist in this game. Punching, tackling, and other types of mayhem is all legal. In fact, it's necessary to succeed! Arch Rivals doesn't get involved with the finer points of basketball – sharp passing, working for the open shot, playing good "D!" This is a kill or be killed contest. Only the strong survive, much like a Detroit Pistons game.

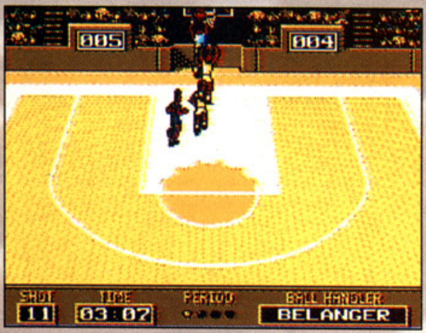
Arch Rivals by Flying Edge for the Genesis, Available '92

PREVIEW Roundball

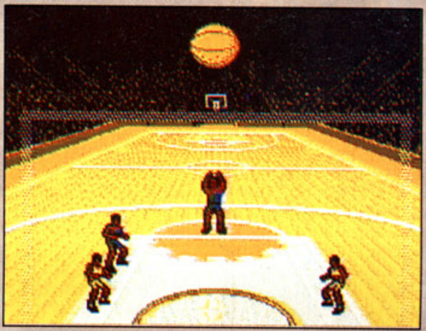
NES

By Fanatic Fan

Roundball is a one-on-one, or two-on-two, game of half-court. It features 24 different players, each with their own court strengths. While this is "street" basketball, there are fouls called by a digitized - voiced referee. When a foul is called, you get to view a unique behind-the-backboard perspective of your man shooting the foul shots. Roundball also keeps tabs on your stats. You'll get updates at the end of each quarter in categories that include: Free Throw Shooting, Three-Point Shooting, and Rebounding.

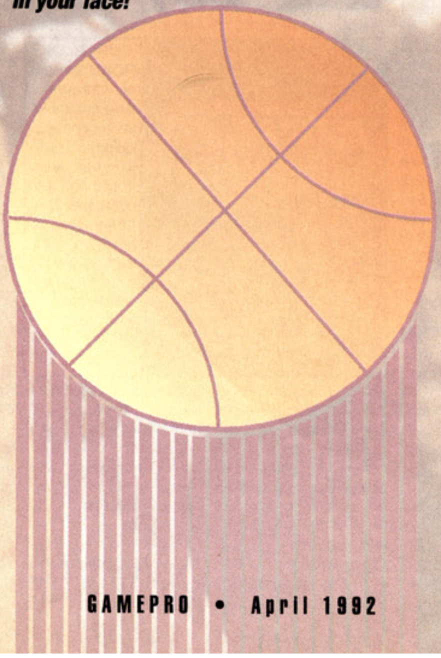


In your face!



Roundball has a unique perspective when you shoot free throws.

Roundball by The Software Toolworks for the NES, Available Spring '92

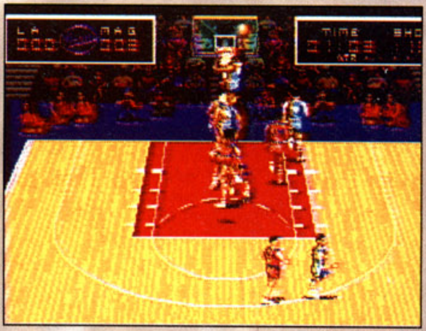


PREVIEW Super Slam Dunk

SNES

By Fanatic Fan

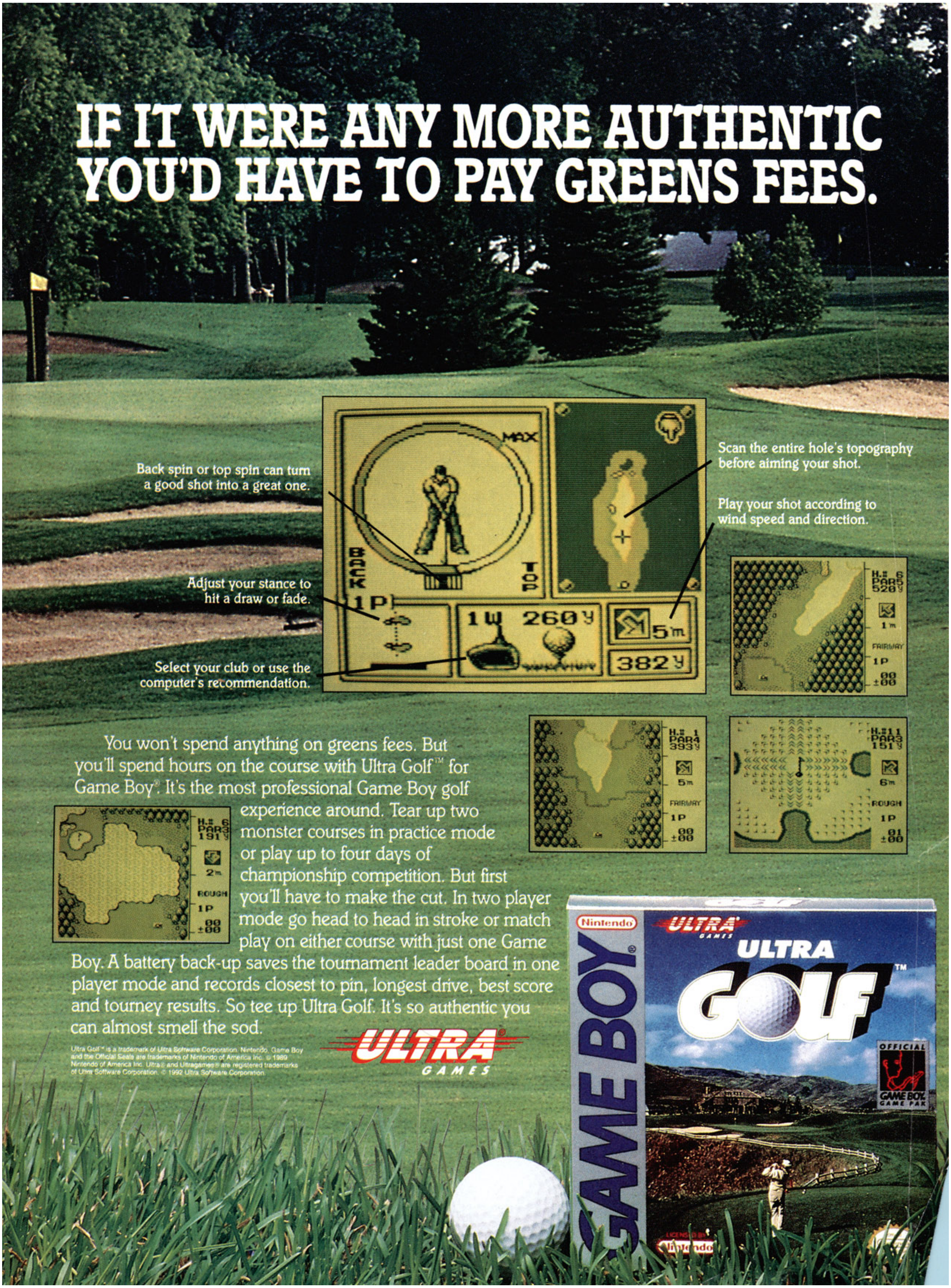
Magic Johnson stars in this Summer release for your SNES. This full-court basketball simulation lets you take control of one character on a team, but you can change characters during the game. You can also call the plays and use a wide selection of passing techniques, such as the bounce pass, the alley-oop, the no-look, and the behind-the-back. What more would you expect from a roundball game inspired by Magic Johnson, one of the greatest playmakers of all-time?



Skying for a dunk!

A rotating court follows the ball during all the action. Plus, Instant Replay lets you relive your greatest game moments over and over again.

Super Slam Dunk by Virgin Games for the SNES, Available Summer '92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Back spin or top spin can turn a good shot into a great one.
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ULTRA GAMES

BASKETBALL ON THE GO!

PRO REVIEW

DOUBLE DRIBBLE: Five on Five

Game Boy

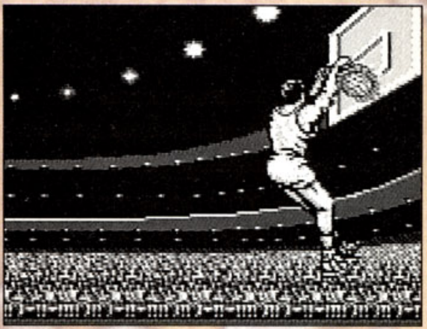
By Slo Mo

You gotta give Konami credit. Cramming real-time, five-on-five basketball onto the Game Boy screen is pretty ambitious. For the most part, Double Dribble gets the job done, but it is lacking in a few areas.

Five on Five has a lot going for it. You get eight teams representing National Basketball Association cities, although, the team names are not up to the standard NBA caliber – the Chicago Bisons, the Los Angeles Waves, Boston Frogs, etc. Each team has strengths and weaknesses. For example, the Atlanta Eagles have great midrange shooting, but lousy inside play. An imaginative pentagonal diagram enables you to quickly analyze teams' abilities in five team categories: Pass, Shot, Long Shot, Steal, and Speed. There are three levels of difficulty, and at the hardest setting, the cart battles you like a rabid gym rat.

PROTIP: Go ahead. Take that Hail Mary shot when time runs down.

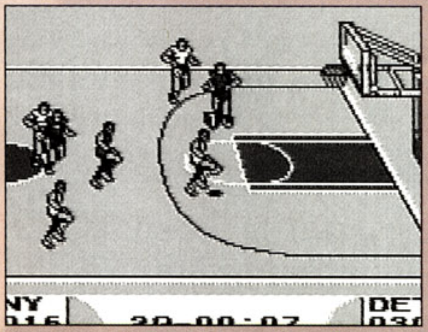
Konami did a great job of packing realistic aspects of basketball into this cart. Free throws, jump balls, traveling, blocking fouls, and even unsportsmanlike conduct are all part of the game.



When you dunk, you'll see the familiar Double Dribble close-ups.

The Game Boy graphics and sound are good, especially considering the daunting task of managing 10 ballplayers in full court b-ball. Go for a dunk and you get a nice, animated, close-up, slamma-jamma screen. Catchy music, a cheering crowd, and cool swishes help the sound stand out.

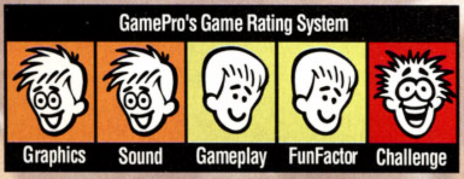
The action can get wild. When more than two players mix it up on-screen, the small screen makes it tough to see who has the ball. On defense, pressing B gives ball control to the player closest to the ball. However, on offense, pressing B shoots the ball. Make a quick steal at your end of the court and you may inadvertently take an outrageous length-of-the court shot.



Sometimes it's tough to see the action on the little Game Boy screen.

PROTIP: Go for the interception. It takes timing, but try to step between the passer and the pass receiver when the ball is in the air.

Double Dribble: Five on Five is a game you want to like. This cart is great, if you get a basketball jones on the road. Video b-ball, however, is still best played on a big screen.



Double Dribble: Five on Five by Konami
Available now, Price not available, 1 meg

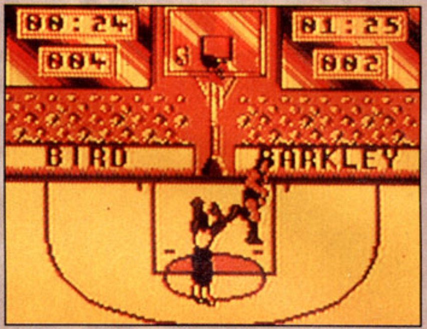
PREVIEW

NBA All-Star Challenge 2

Game Boy

By Fanatic Fan

Take 27 of the hottest stars in the NBA. Wash and tumble them dry, so they shrink to the size of munchkins. Then cram them into a one meg cart for the Game Boy, and you'll have NBA All-Star Challenge 2. It's the slam-jamming sequel to LJN's first hit Game Boy basketball title.



Barkley ought to take it inside

This cart features a three-point shooting contest, slam dunk competition, and of course, plenty of one-on-one superstar action!

NBA All-Star Challenge 2 by LJN
for the Game Boy, Available May '92

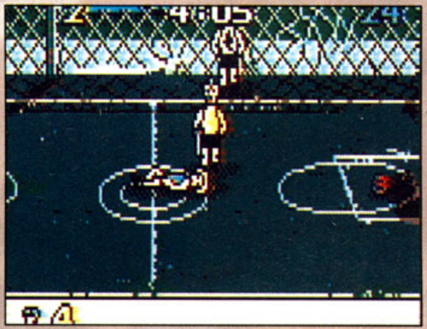
PREVIEW

Basketbrawl

Lynx

By Fanatic Fan

You can call this cart a brother (or perhaps a cousin twice-removed) of Arch Rivals. Basketbrawl is more of a beat-em-up, than a put-it-up. You'll fare better slicing and dicing your opponent, than nailing a 20-foot jump shot. During the game, grab power-ups, weapons, and other helpful icons, or call to the sidelines for help from the neighborhood bully. Make sure your health insurance is paid up! You'll need it in this game!



Guess he didn't eat his Wheaties!

Basketbrawl by Atari
for the Lynx, Available Spring '92

THERE'S SOMETHING SCARY IN THE KITCHEN. AND IT'S NOT YOUR MOM'S TUNA CASSEROLE.

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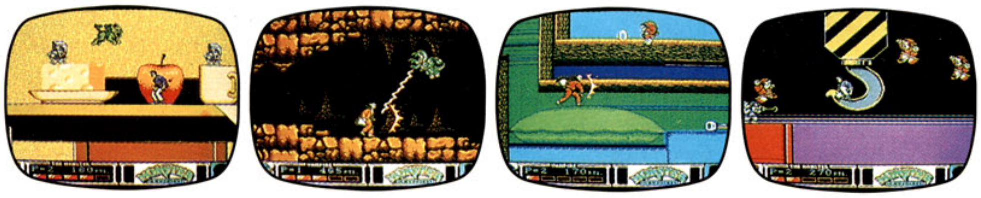

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GENESIS PRO REVIEW

By Earth Angel

Genesis and Master System gamers remember Alex Kidd, star of numerous Sega adventures. Well, now there's a new Kid on the Genesis block – Kid Chameleon.

Take A Walk on the Wild Side

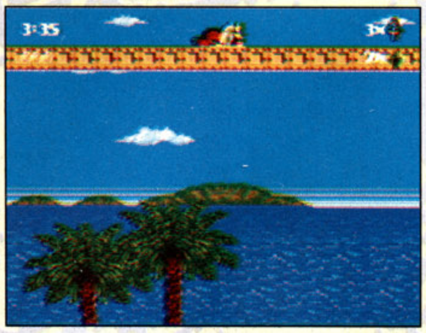
In Kid Chameleon folks everywhere are playing a dangerous game called Wild Side. Wild Side's hologram world creates a reality of its own. Lately, gamers who walk on the Wild Side aren't coming back. It's up to one kid – Kid Chameleon – to take on Wild Side's nasty boss before every kid is kid-napped. No kidding!

Kid Chameleon features multiple levels of vertically and horizontally scrolling action for one or two alternating players, who use Alex Kidd-style jumping and running. There are four stages in the game. Each stage has 17 radical levels with gorgeous graphics and a bad boss. In each level, the Kid must find the flagpole to clear the level. Sound easy? Not! Each level is a strange and mysterious world filled with obstacles: ice caverns, waterfalls, and beasties such as fire-breathing dragons and fearsome lions. The dragons and lions threaten to do serious damage to Kid Chameleon's health.

It gets better. Each level is also filled with hidden secret rooms, tunnels, and other surprises. There's more than one way to escape from many rounds. If the Kid finds a Telepad, he can use it to warp to other areas of a level, or even other areas of the game.

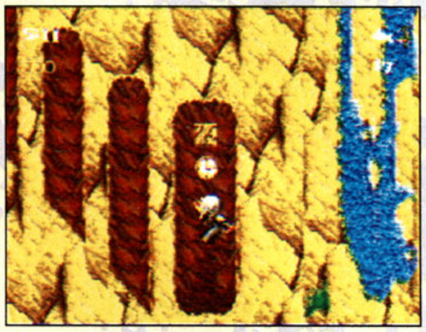
All Kidding Aside

Our hero, Kid Chameleon, is tough on his own. He runs fast, flips up onto objects, and jumps on top of bad guys to do them in (à la Alex and Mario). The Kid has a Life Bar and takes a hit each time one of the bad guys bops him. When his life is gone, so is the Kid. You begin the game with three lives and three continues. They won't take you too far in this game.



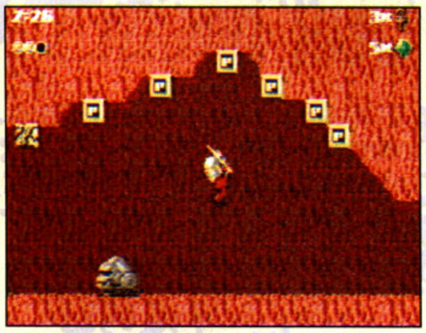
PROTIP: Look before you leap! Hit Down on your control pad and the screen will shift, giving you a view of what's below.

Fortunately, the Kid has a few tricks up his sleeve...err, hat. Kid Chameleon can use his noggin' to bust breakable blocks. When these blocks crumble, they often reveal secret power-ups. Most of the power-ups are special Diamonds, which the Kid collects. When he's in trouble, he activates their special powers to perform such nifty tricks as the Circle of Doom (kills any enemy it touches) and the Samurai Haze (slows enemies down).



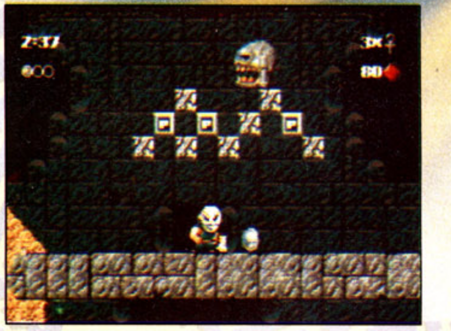
Snag a clock to buy some extra time.

Other power-ups include: Clocks (which add three minutes to the Kid's time), 1-Ups, and Coins for extra continues.

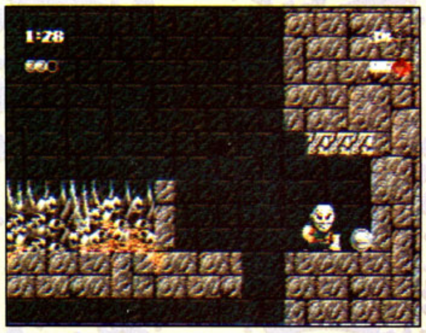


PROTIP: Run and make a super high jump to snag tricky 1-Ups like this one in the underground tunnel of Blue Lake Woods II.

PROTIP: Thinks looking bleak? Grab a new mask or hat ! Every time you do, you're fully powered -up. Don't forget that the Iron Knight can take five hits instead of three.



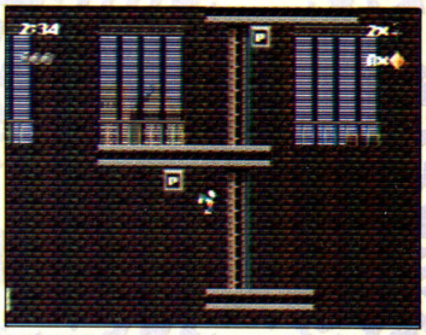
PROTIP: There's two easy Continues hidden in Under Skull Mountain I. The first is located in this pyramid of blocks near the beginning of the round.



The second Continue is found on this little ledge halfway through the round.

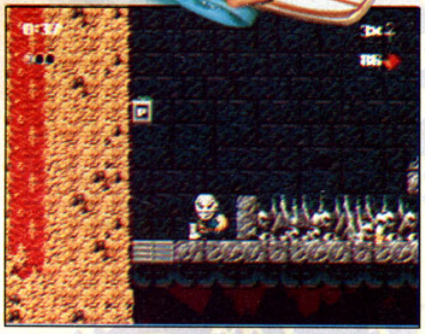
is to grab the second power-up block and you'll become the Red Stealth. Then run to the right as fast as possible. Do not stop for anything!

PROTIP: Red Stealth, the Samurai with the sword, can attack enemies through walls without any danger to himself.

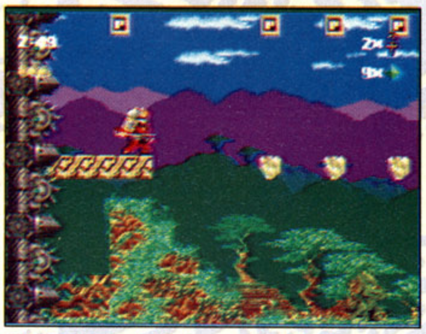


PROTIP: Surviving Stage 1's Sinister Sewers is as simple as becoming Mircomax and heading to the lower right-hand corner of the level.

Every once in a while, the Kid busts a block and reveals a Helmet power-up. This is why he's called Kid Chameleon! These Helmets include the Iron Knight, the Berzerker, and the Cyclone. When the Kid dons a Helmet, he transforms into one of nine different characters – each with a unique power. For example, Maniaxe turns the Kid into a Jason look-alike who tosses deadly axes at the bad beasties. The Micromax Helmet turns Kid Chameleon into an itty-bitty bug who can squeeze into tiny areas and climb walls.



PROTIP: Snag this 1-Up, located just above this disappearing ledge in Under Skull Mountain I.

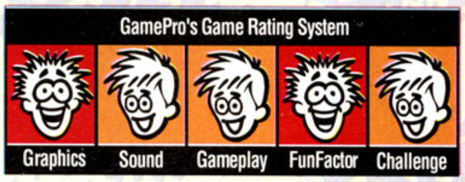


PROTIP: The trick to survival in the area with the moving wall (Hills of the Warrior I)

Hat's Off

It takes a while to realize that Kid Chameleon's not just another pretty face. The graphics in the first series of levels are breathtaking, but the levels aren't too tough to defeat. As the game progresses, the challenge gets tougher and tougher. Strategy comes into play when you must decide which hat gives the Kid the lift he needs to beat the area. Then you realize just how BIG the game actually is. You start to search every secret nook and cranny for the power-ups that are going to give the Kid the staying power he needs to make it!

Kid Chameleon has a clever combination of Alex Kidd's best games, puzzle strategy elements, and arcade-style action. The game introduces enough different faces to please almost all gamers. One of the hottest Genesis action to hit the Winter's Consumer Electronics Show, this Kid is sure to give you your money's worth. Hey, would we kid you?



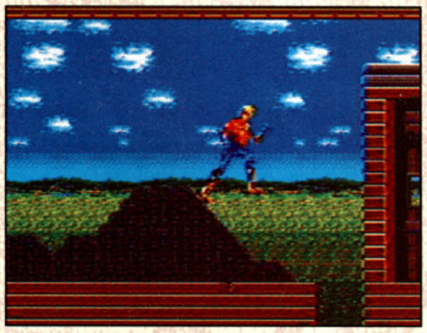
Kid Chameleon by Sega
$59.95
Available now, 8 megs

GENESIS PRO REVIEW

By Abby Normal

Welcome to the world of Earnest Evans – high action explorer extraordinaire. Earnest has been commissioned by the president of the United States to retrieve an ancient Paleography inscribed with the long lost prophecies of an Arab named Abdul Alhazard.

After Earnest finds the Paleography, he discovers that its power has released a destructive god named Hastur. Now he must fight like crazy to subdue Hastur and his many evil followers.

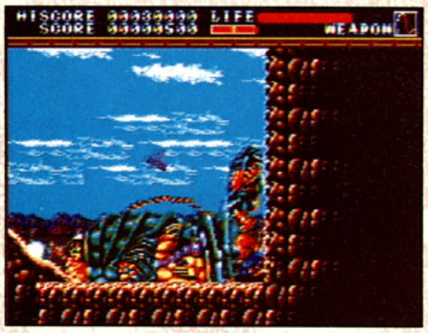


An Earnest effort.

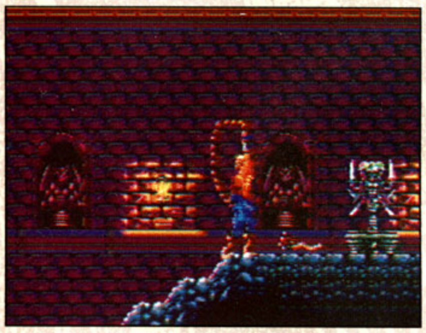
A Traveler's Feast

Earnest Evans doesn't leave you hungry for scenery. There are 10 different surrealistic Stages and each one looks completely different. In fact, this game employs unique Genesis graphics and gameplay. With all of his body parts moving independently of one another, Earnest's sprite looks and maneuvers much like a string puppet.

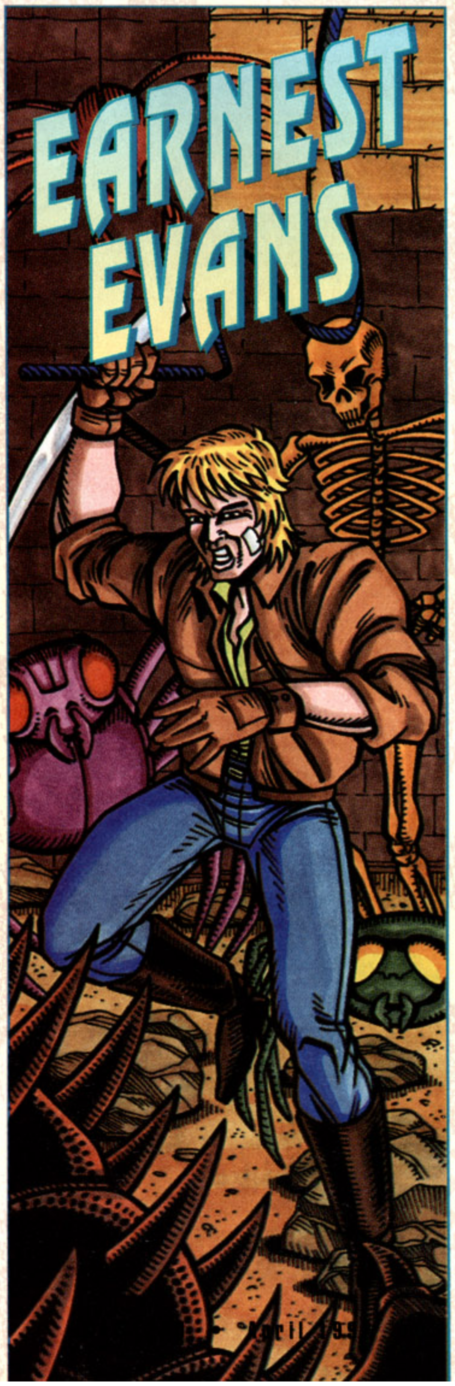
Once you're behind the controls of this strange and disjointed character, you begin to see hints of Sega's '91 action Genesis thriller, Strider – a sluggish Strider, that is. Earnest can perform many moves (walking, jumping, crawling, etc.), but he tends to get stuck in mid-motion.



PROTIP: To safely and effectively get this monster off your back in Stage Two, crouch in the far right corner and whip the stuffing out of him.



PROTIP: You're better off without the power-up icon, which temporarily turns your whip into a mace. If you spot an icon that displays a mace, jump over it.

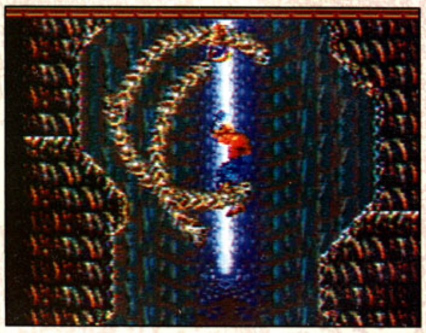


Whip It Good!

Earnest carries a Whipcord, which when powered up turns into a "whip-mace." Like any long range weapon, the Whipcord's great for tagging enemies, while still maintaining a relatively safe distance. The Whipcord can also be used as a swinging device. Attach it to a hook or a tree branch, and then press the B button.

They Come with the Territory

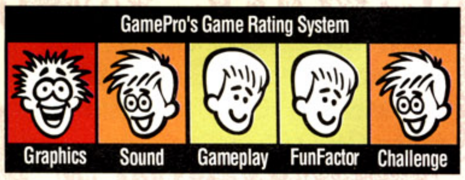
As you'd expect, there are a variety of pesky beasts in the jungle. None are particularly ferocious, but there's plenty of 'em. So always mind your head and your back. Amidst the monsters, there's also goodies to be had, such as life-restoring medicine.



PROTIP: When you jump down into the deep cavern in Stage Ten, try to fall away from the center of the pit. If you fall down the center, you smack right into a bottle of sleeping potion.

PROTIP: Destroy the eyeball creature in Stage Ten by standing at the foot of the stairs. When the creature lunges toward you, run up the stairs and wait for it to retreat.

Hats off to Renovation for their graphical programming innovation. It's a shame the game doesn't play as great as it looks. However, in spite of its slightly sluggish gameplay, Earnest Evan's is a decent game. If you're into the Indy-Jones action/adventure style, consider taking a jaunt through the jungle with Earnest Evans.



Earnest Evans by Renovation
$61.99
Available now, 8 megs

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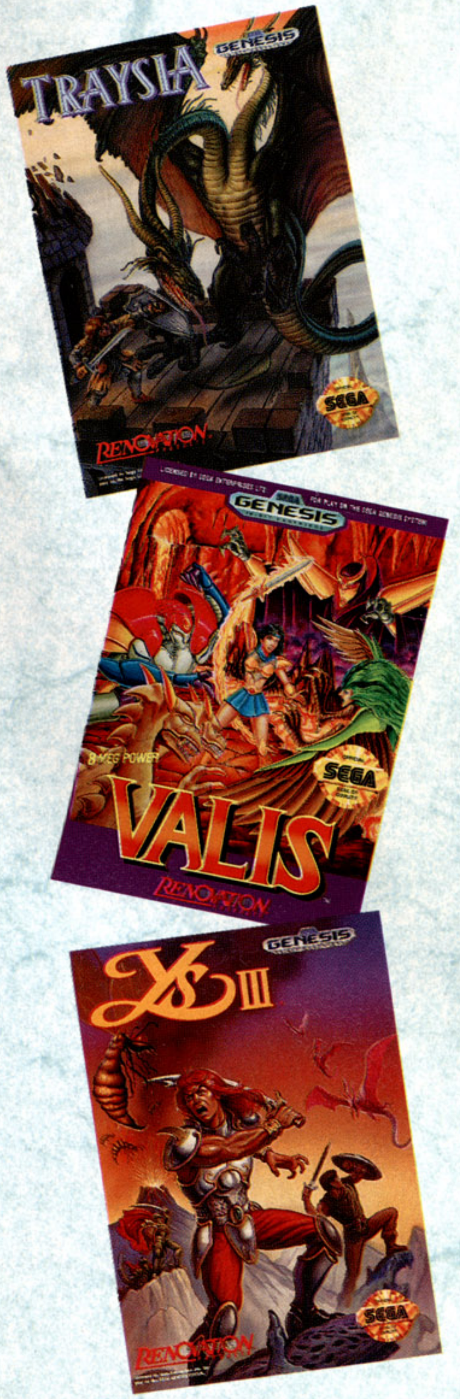
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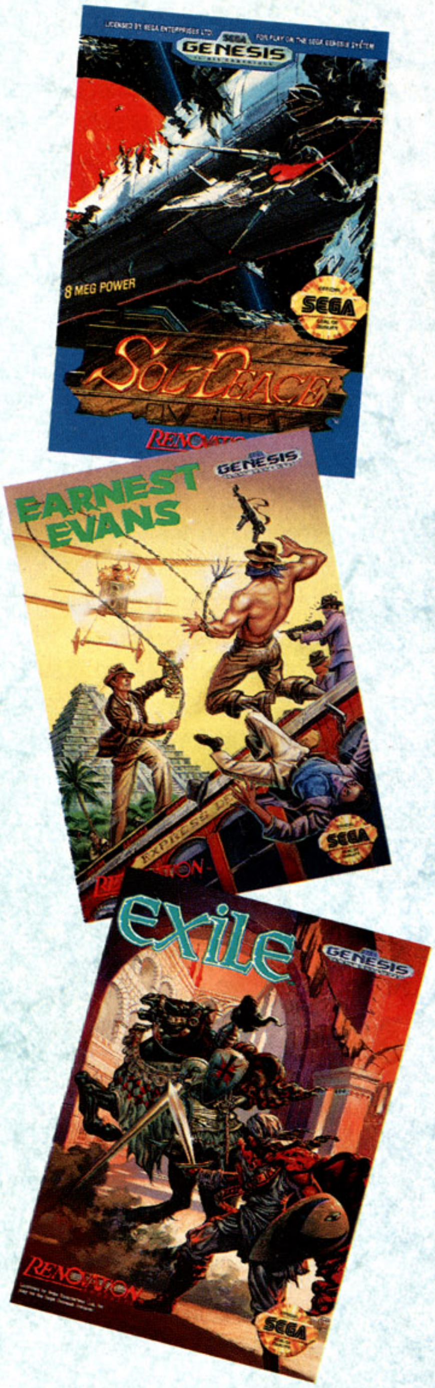
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GENESIS PRO REVIEW

Where in Time is Carmen Sandiego?

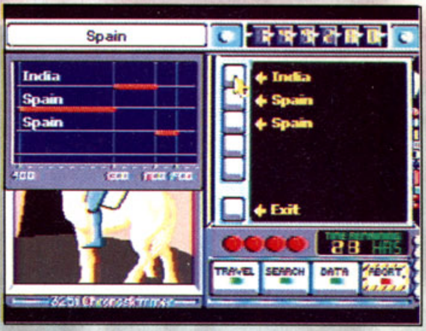
By Linoleum Blown Apart

King Tut's tomb is missing! What is Egypt going to do? Luckily for President Murbarak, he has the best cadet at the Acme Detective Agency on the job – YOU!

Time after Time

Where in Time Is Carmen Sandiego by Electronic Arts turns your Genesis into a fun, educational time machine. Drawing from an endless bank of unsolved mysteries, you use your smarts to catch the notorious Carmen Sandiego and her 16 V.I.L.E. Henchmen, who have stolen priceless (and obscure) historic artifacts, such as Napoleon's Hat and Paul Revere's horse.

As in the previous versions of Carmen for the NES and the PC, the game requires brains not brawn. You uncover each V.I.L.E. Henchman's trail by correctly matching hidden clues on a given set of historical places and times. It's sort of a multiple choice video history quiz. All together you visit 48 countries and cover 1500 years. One tip: Travel armed with Carmen's New American Desk Encyclopedia (by Signet), which comes bundled with the cart. This game can stump even the highest of I.Qs.

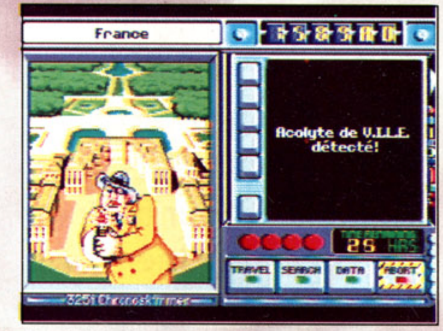


After you have deciphered through your clues, press the Travel button, then choose the correct country and time.

Your rewards are newfound knowledge, passwords to continue the game, and bragging rights. You begin as a Cadet, but crack 80 cases and you'll be knighted Super Time Sleuth!

No Time to Say Good-bye/Hello

As you might suspect, time in this game is of the essence. You only have a few hours to ride your century-hopping Chronoskimmer and conduct your investigation. Travelling to the scene of the crime automatically costs you three hours. Once you arrive, you either question a witness, grill an informant, or search for physical evidence at the scene of the crime with the Scanner. You'll know you're in the right country if a V.I.L.E. Henchman suddenly appears onscreen.

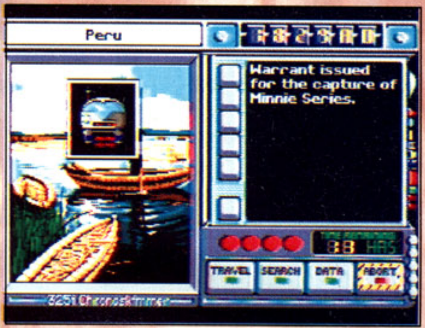


Acolyte de V.I.L.E. détecté!

The V.I.L.E Henchmen tell you that you're on the right track.

As the trail gets hot, you may think you have enough information to convict a suspect. Then, you hit the Data button, enter the Evidence you've gathered, and punch Compute. If you've sleuthed it down to only one suspect, a Warrant is automatically issued and the Capture Robot takes off after the time bandit. If your detective work is correct, you repair history; if not...you should'a done your homework!

PROTIP: Be careful! Every source you tap burns two hours. Also, get your facts straight, or you may land in the wrong country. If you do, you'll have to travel back to the country you just left and try again – an 8 hour trip.



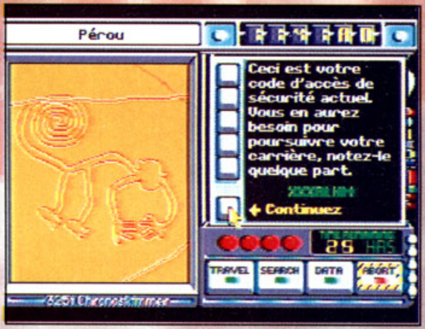
Warrant issued for the capture of Minnie Series.

The Capture Robot indicates that you have enough evidence to issue a Warrant. It doesn't mean, necessarily, that your evidence has framed the correct criminal.

Carmen's A Classic

Carmen Sandiego is a winner, even if you aren't a history buff. The graphics don't do much by video game standards, but what's there is elaborate and smooth. The sounds are good, even though they consist mainly of effects, such as a "crash" when your Choronoskimmer lands abruptly.

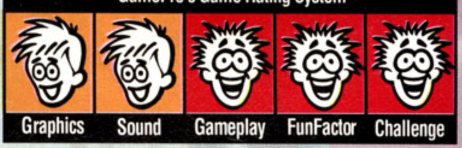
Carmen Sandiego taxes your brain with tough trivia and good fun. The gameplay is intuitive. If you like, you can even display the game in five different European languages. After a few grueling hours with Carmen, no one will beat you at "Trivial Pursuit."



Ceci est votre code d'accès de sécurité actuel. Vous en aurez besoin pour poursuivre votre carrière, notez-le quelque part.

Make sure to jot down your password at the end of each solved mystery, or you'll have to start as a beginning Cadet when you play again. Notice that the game is played the same way, even in another language.

GamePro's Game Rating System



Where in Time is Carmen Sandiego?
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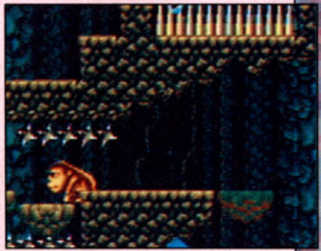
GENESIS PRO REVIEW

Toki Goes Ape Spit

By Jinky the Monkey

Last issue you we went primal with the NES version of Toki. This time, we're taking a look at Sega's 16-bit rendition of this monkey adventure. It's coming at you complete with a jazzed up title – Toki Goes Ape Spit. But first, here's a quick refresher.

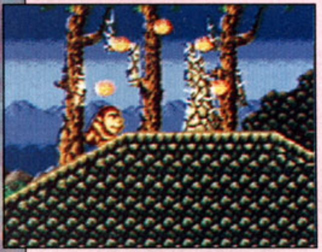
You, a nameless hero, have been dissed by a wicked Sorcerer, Vookimedlo. He's run off with your lady, Miho, and he's used a bit of fancy magic to turn you into a monkey.



PROTIP: Don't be frightened by these floating spikes. Simply crouch down, stay in a squatting position, and walk across.

Monkey Shines

Off into the wild blue, green, gray yonder, there's no rest for the weary monkey! You face six multi-part levels, where you venture through surrealistic jungles, mountainous peaks, and the watery depths of an eerie lake.

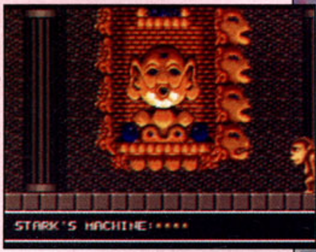


PROTIP: Duck down when you fire at spiked rock blocks. Fireballs shoot out when they disintegrate and they have a nasty way of blasting you if you stand up.

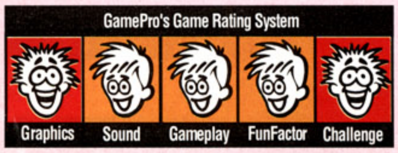
Expect to fight fire-shooting spiders, fellow primates sporting nasty attitudes, strange chameleon-type reptiles, and more. You won't see any of 'em move lickity-split, but they'll surprise you with blasts of fire. Pay special attention to spiny rock-like structures which erupt beneath your feet.

You aren't revered like the "sacred" Balinese monkeys, but you do have a wicked talent that's guaranteed to make anyone stand up and pay attention! You can breathe fire and do it in a variety of ways. Your breathe ammo starts off weak. However, you can grab icons for bigger, badder power, which include multiple shots and ricocheting orbs of heat.

Although the action in Toki Goes Ape Spit is far from fast and furious, it's intense enough. Each level is split into two or three different parts, and you never know what's comin' round the corner next! If you're set for a little monkeying around, pay a visit to the primate section of the Genesis cart department.



PROTIP: To execute Primevil, stay in the far right-hand corner and blast him and his monkeys.



Toki Goes Ape Spit by Sega of America $49.95, Available Spring '92, 4 megs

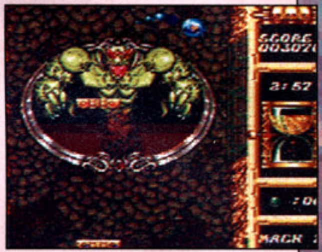
Devilish

By Earth Angel

Take a little Devil's Crush, mix it with a dash of Arkanoid, a generous helping of old-fashioned pinball, and what do you get? Devilish is Sage's Creations latest for the Genesis.

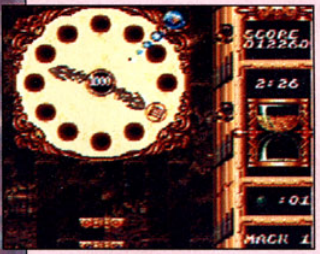
Pinball Plus

In seven rounds of vertically and horizontally scrolling pinball-style play, Devilish pits one or two players (cooperatively) against the computer. Each round features unique and devilishly clever scenery and obstacles. All have a ghoulish theme and ghastly graphics. Pulse-pounding music and sound effects add to the speed-demon pace of the game.



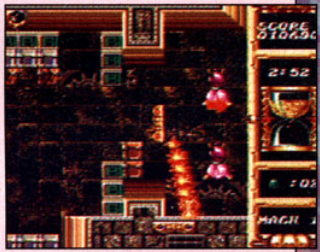
PROTIP: The safest way to beat the first boss, the Demon, is to hit the ball up and over his head where he can't grab it. Use your offensive paddle to make the ball richochet on top of the boss' head, and he's done for in no time.

Your goal is to reach the end of each round and defeat the boss. To hit a ball through obstacles and past monsters, you use two paddles – an offensive upper paddle and a defensive lower paddle. If the ball bounces back past your paddles, you lose the ball! To position it near the ball, you can move the upper offensive paddle in any direction: up, down, left, and right. You can also rotate it toface up, left, or right. The lower defensive paddle only moves left and right at the bottom of the screen in tandem with the offensive paddle.To make things even trickier, you can change the speed of your paddles while you play.



PROTIP: The second boss, the Clock, is a snap. Just hit the ball into a hole five times.

As the ball moves, it bounces off blocks that may help or hinder your progress by lengthening or shortening your paddles, exploding a bomb, or turning the ball into a destructive orange fire snake.

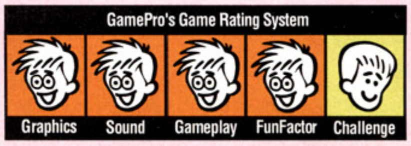


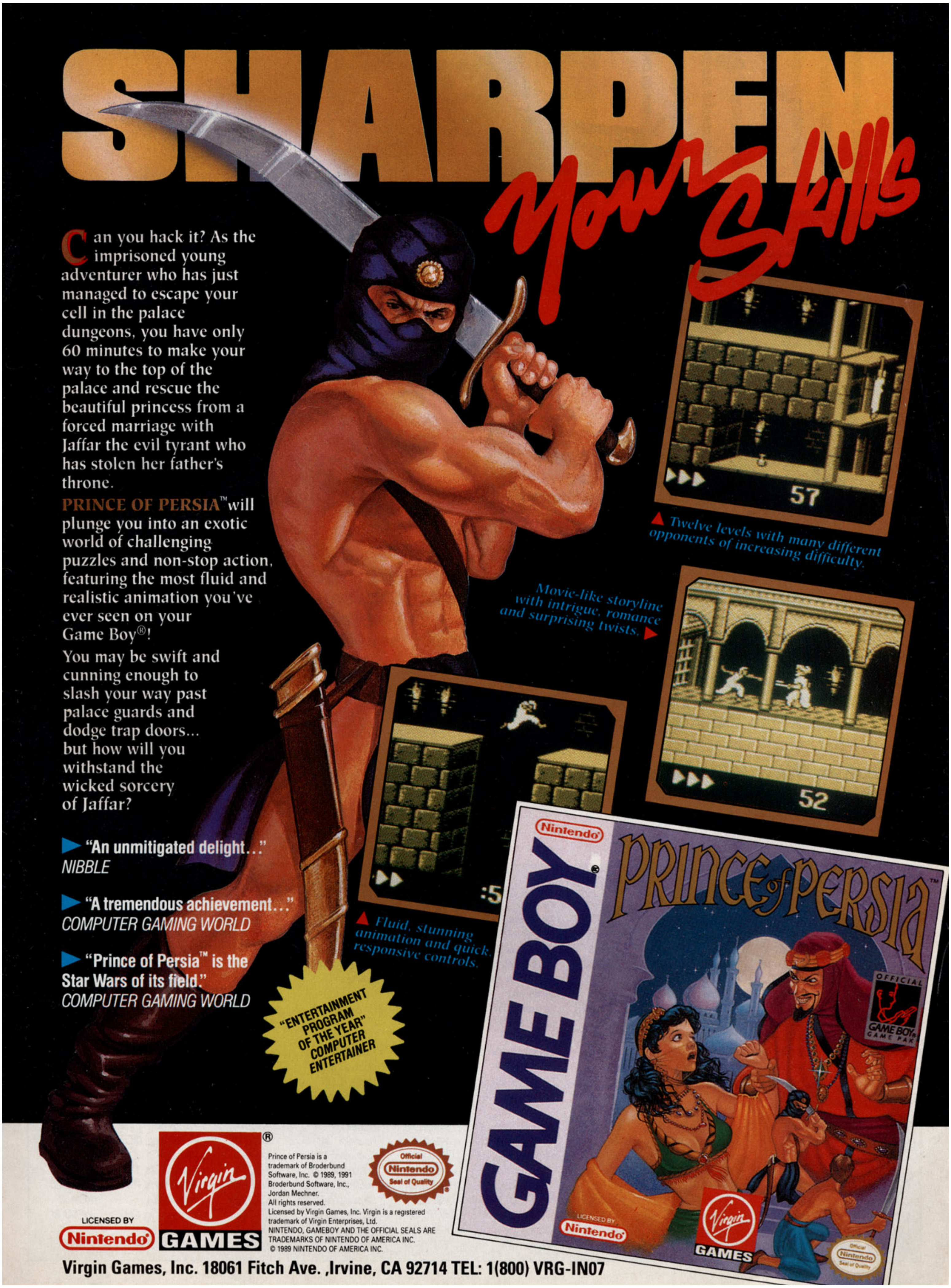
PROTIP: To move quickly through an area, use the risky strategy of putting your offensive paddle next to the ball and pushing it along. You may lose more balls this way, but you'll move along very rapidly.

Action, Pound for Pound

Devilish is guaranteed to keep your mind sharp, your reflexes quick, and your fingers primed. It's devilishly good fun.

Devilish by Sage's Creation, $45 Available Spring '92 4 megs

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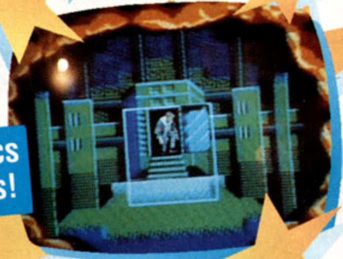

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SUPER NES PRO REVIEW

SUPER SCOPE 6

By Slasher Quan

Duck and gangster zapping is about to take on an entirely new meaning. Attention, NES light gunners, it's time to holster your 8-bit pistols. The 16-bit future is here! It's called the Super NES Super Scope, and it's availble now.

Super Looks, Super Feel, Super Scope

When the ace brainstormers at Nintendo plotted out the Super Scope, they must've recently seen an extremely violent hardware movie. The Scope looks like a stylish, high-tech bazooka. Not only is it more futuristic-looking than the Zapper at 23 inches long, it's larger, too. But it's comfortably contoured to rest on either your left or right shoulder.

You look through a large sight and for 100% accuracy, check your aim with a second, smaller scopesight in front. To double check your aim at any time, you can simply pause the game, then pinpoint your shots with an on-screen target. By the way, always keep both eyes open when you're locking onto a target, or you may miss some of the action.

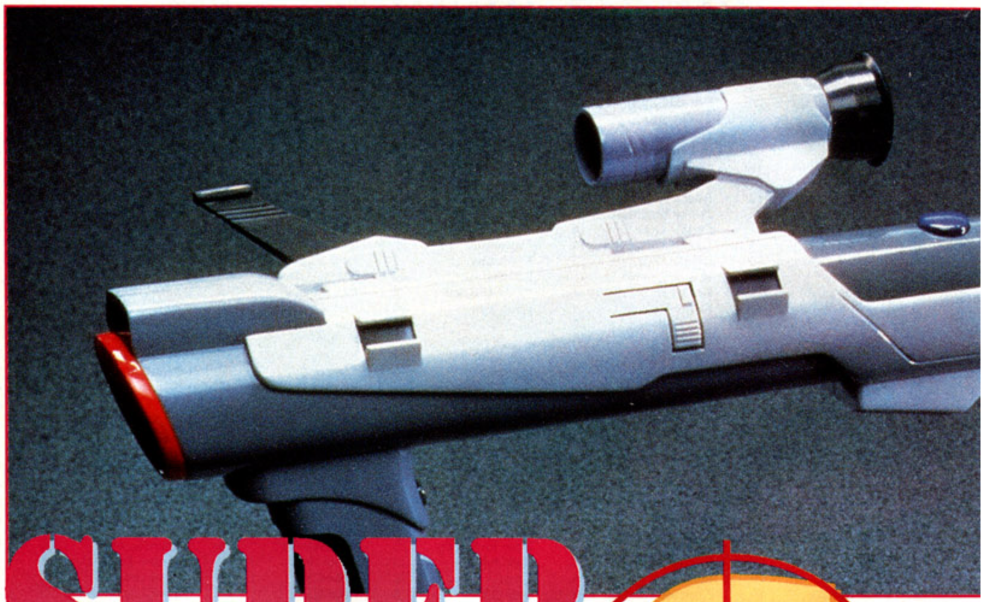
Three buttons down the center of the Scope and one on the handle control the fireworks. This two-handed configuration works like a charm for righties and lefties. Your middle finger controls the biggie – the Fire button. Just behind Fire is a Rapid Fire switch. Slightly behind that is Pause. The thumb button is definitely the most interesting; it's called Cursor. In certain games, Cursor will display a red point on screen, where you aim the Scope. Imagine the red pencil thin beam shooting from the laser scopes on high-powered rifles, seen in movies like Predator or The Terminator. Thus, you can target your prey without looking into the sight! Cursor isn't incorporated into the first batch of software, but future games will make use of this unique feature.

The buttons also work in combination. For example, pressing the Pause and the Cursor, then the Fire button twice, automatically resets the game.

Also, the Scope is wireless! A receiver plugs into your SNES deck's second controller port. Data is transmitted using infrared technology. It works much like a TV remote control.

Super Tech

Several key improvements over the Zapper make the Super Scope an innovative, exciting product. To find out just how the Scope does what it does, we spoke with Lance Barr, Product Designer at Nintendo of America, Inc.



"When you pull the Zapper's trigger, the screen flashes to register a hit," explained Barr. "The Super Scope, on the other hand, uses a photo detector to read the screen, which eliminates the need for screen flashes. Also, as opposed to the Zapper, which was accurate within about an inch, the Super Scope is accurate almost down to the pixel level." Higher accuracy and no screen flash are major steps in the right direction.

So, the Scope means business. That's a fact. The software's lethal, too. The Super Scope's photo detector enables the SNES CPU to scan the lines from the TV and know exactly where on the screen you're aiming the Scope. When you shoot, the 16-bit electronic brain can then draw graphics to that point as an object to create 3-D effects. For example, should you pull the trigger and launch a missile, you would see a projectile fly off into the 3-D distance, then hit a target. Enemies can be scattered at different depths, too.

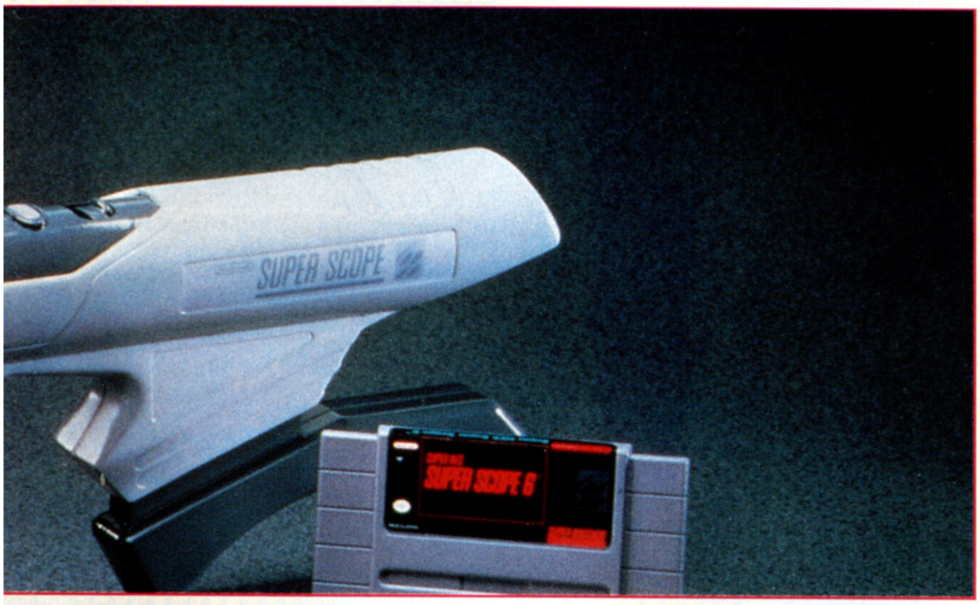
Shoot to Maim

The Super Scope comes bundled with an 8-meg, six-in-one game pak for only $59.95. This Super Scope 6 package is 16-bit bargain entertainment. You get plenty of diverse gameplay for your money. More software's in development with two unnamed games coming from Nintendo of America later this year and third-party products on the way. Video target practice will never be the same!

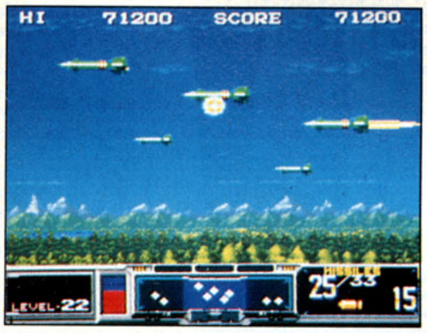
Super Scope 6
by Nintendo of America
$59.95, Available now
Includes Six-in-One Game Pak, 8 megs

SCOPE-OUT THESE SCOPE GAMES

A six-in-one game pak comes with every Super Scope package. The Lazer Blazer series is a trio of adrenaline rushers with hot, multi-scrolling graphics and deadly opponents.The Blastris games are thinking-cap-required puzzlers. Each entry has three or more difficult settings, so both sharpshooters and blankshooters can play. Here's a quick peek at each offering.

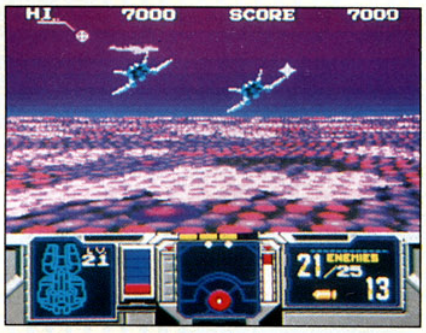


Lazer Blazer Series



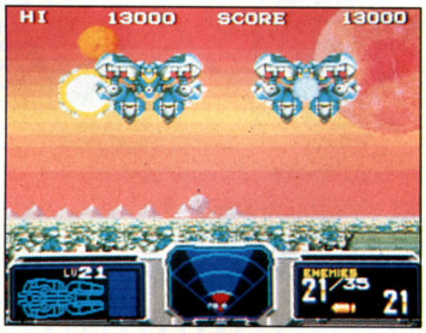
Intercept

Incorporating the 3-D graphics feature, this game's mindless blast-or-be-blasted action. You fend off incoming missiles with anti-missile missiles, all on different "layers" of the screen. Intercept includes progressive challenge and point-activated bonus games. Look for Mario and Bowser cameos!



Engage

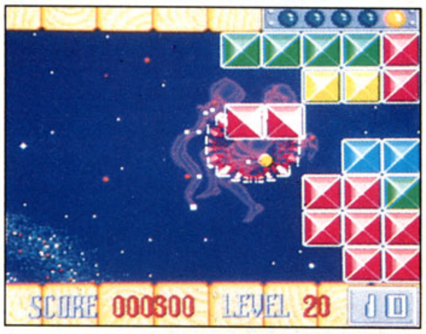
More complicated than Intercept, Engage features a first-person perspective duel with futuristic fighter planes. You take out the flying machines, as well as their fire. So, you must move fast and furious. The scenery and enemy patterns change often. Bonus games are also rolled into the action – tough, but gripping!



Confront

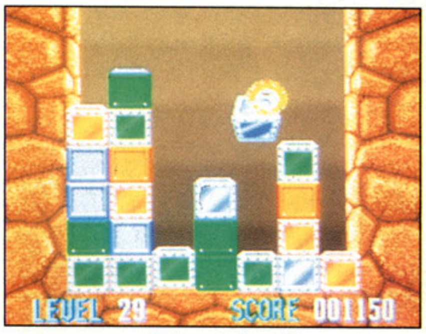
Space invading UFO's are required by video game law to show up somewhere in a shoot-em-up product. Confront showcases some of the meanest E.T. scuzzwads ever to zap their way straight into your living room. Obstacles, such as pillars, appear later in the game, too. A few misses, and you're outta ammo and outta luck.

Blastris Series



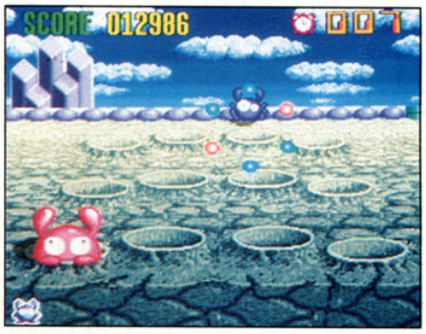
Blastris A

Tetris with a light gun – what a concept! Sure, this block-stacking classic is everywhere, but Blastris A is a new twist on a great game. Instead of rotating and moving pieces, you zap out sections. Like the original, it's harmless looking, but totally addicting. Give it a try.



Blastris B

Multi-colored boxes crash down from the heavens, and you must prevent a pile-up! Sound familiar? There are several types of multi-colored blocks. You must rotate these blocks to fit them in with the pure, solid colors. It's another Tetris spin-off, but original enough to make the grade.



Mole Patrol

Mole whacking becomes mole zapping! Blue and pink critters have infested the SNES. Your duty is to exterminate the blues, but spare the pinks. Hit a pink by accident, and the action goes superspeed! A deceptively fun game.

SUPER NES PRO REVIEW

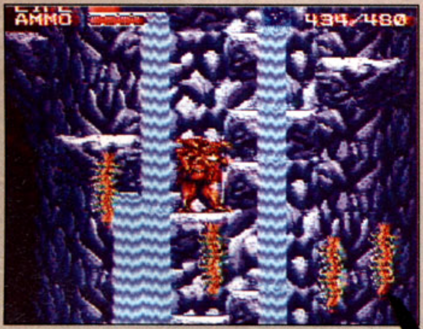
XARDION

By Bro' Buzz

Three warring planets in the Alpha 1 solar system team up when mysterious invaders from the living planet NGC-1611 take them all on. Now three heroes, one from each planet, must band together to find the ultimate cybernetic doomsday device – Xardion!

Galactic Gunning

Xardion by Asmik is a solid 16-bit action/adventure game with some nifty role-playing elements. Vets from 8-bit run-and-gun shoot-'em-outs will find Xardion's look and feel very familiar. It doesn't really explore new SNES territory, but it's a healthy serving of blast-to-the-last action and its compelling storyline make this game worth a play.

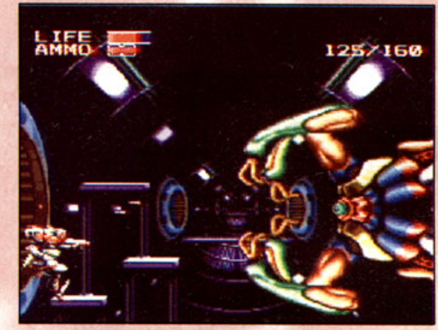


Alcedes has a tough time on this mountain.

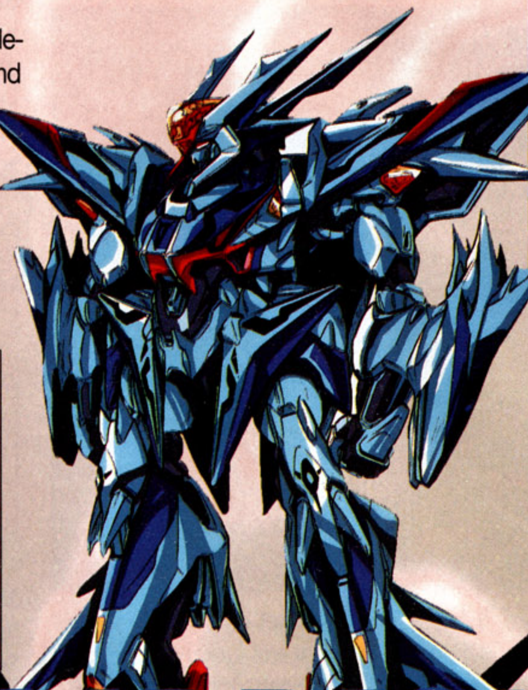
This outer space shoot-'em-up is a sideview mix of horizontally and vertically scrolling stages. At the start of the game, a handy star map lays out a path through seven stages, across three planets, and the surface of a starcruiser. Even if you survive all seven stages, don't let your guard down, because the game has more surprises in store for you.

PROTIP: Remember where to find pits. That knowledge will be handy later on.

Xardion's graphics and sound don't push the SNES, but they aren't bad. The heroes look sharp and bizarre. The enemies aren't state-of-the-art, but they're nicely detailed. Most bosses are big and colorful. At the end of the quest, you're treated to some nice graphic work. The sound effects are minimal, but the music makes a worthy attempt.



Stand to the left and prepare to jump.



Space Pals

The easy-to-use RPG features are evident early on. You begin the game with three characters that you can switch at any time. Triton's an armored metal mech. Alcedes is a weird-looking, bipedal toad/chicken thing. Panthera's a metallic canine creature. Along the way, each character can grab five types of Items and find four Special Weapons.

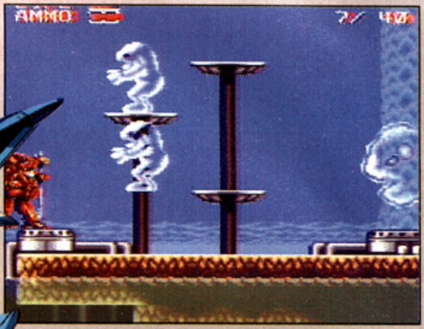
PROTIP: Triton is best for most fights. Panthera's invincible N-Shield can make the planet Fiera's first stage a breeze.

PROTIP: If you expose part of an enemy at the screen's edge, you can blast it.

PROTIP: Remember where to find life restoring Sub-tanks. You can keep returning to that stage to replenish your supply.

Extraterrestrial Tools

Your gear looks good and comes in handy sometimes, but the key to outgunning the cart is to build up experience points by blasting bad guys. This primarily serves to lengthen your Life meter and your Special Weapons Ammo meter.



You can't damage the big guy until he burps a bubble blast.

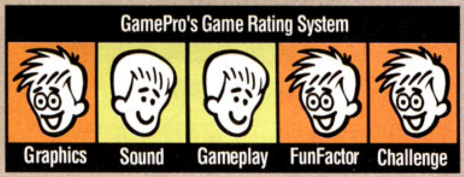
The action is straight forward and won't tax your brain. It's easy to quickly flip through the three menus to select characters, items, and special weapons.

Xardion features automatic battery back-up, which really comes in handy as you get further into the game. The back-up amounts to unlimited continues, so battle-hardened video gamesters will likely make good time.

PROTIP: Sacrificing your characters re-charges their Life meters. Remember, you have unlimited continues.

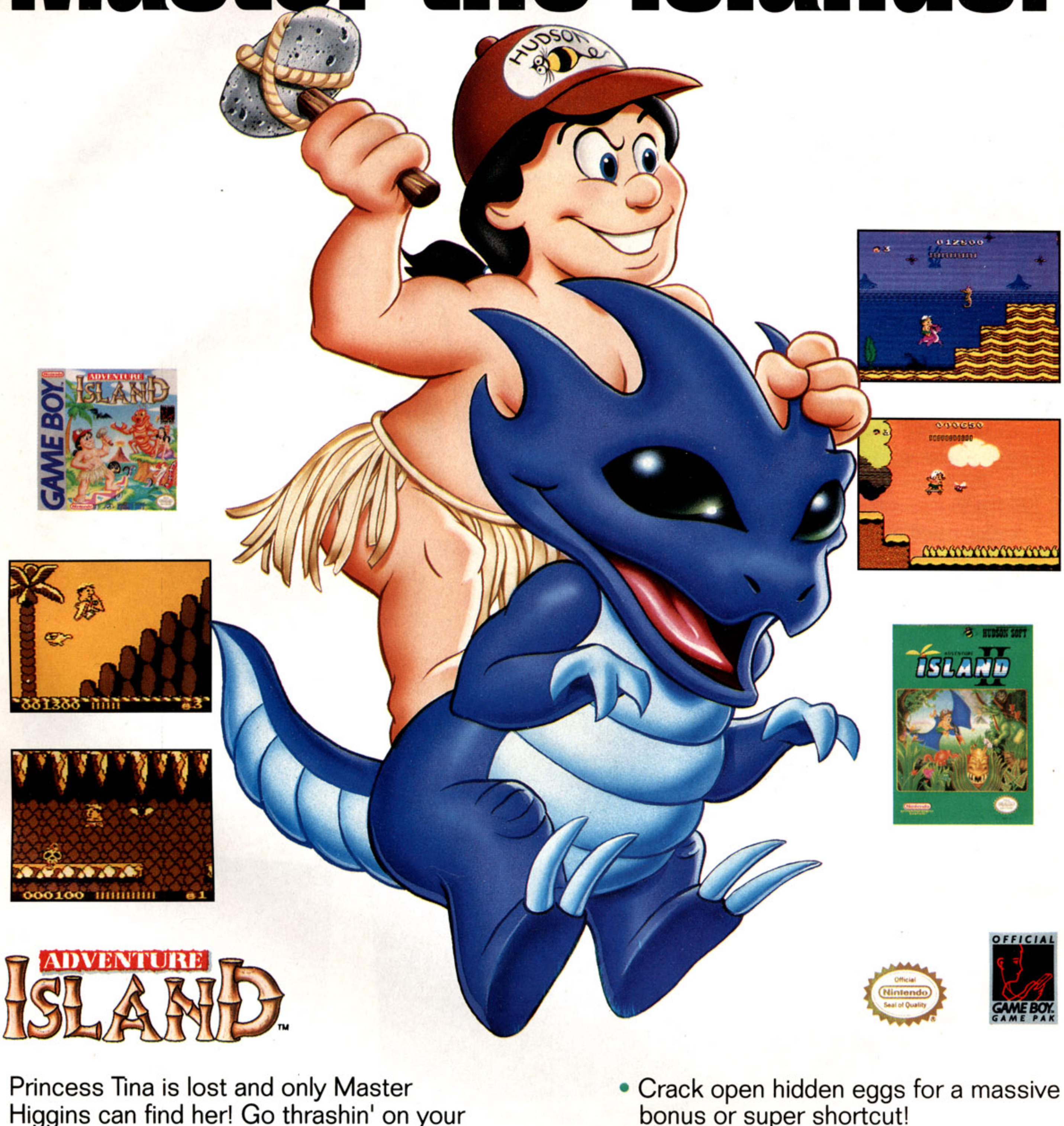
A Nice Space to Visit

If you're looking for intriguing 16-bit adventure and you have an itchy trigger-finger, Xardion's the ticket. It doesn't take you places you haven't been before, but sometimes an exciting ride is enough.



Xardion by Asmik
$64.95, Available now,
8 meg + battery back-up

Master the Islands!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Out of this WORLD

By Boogie Man

Lester Knight Chaykin is a young scientist on the verge of his greatest discovery. On this night, he completed the last calculation to a groundbreaking nuclear experiment. Little does he know that rather than embarking on a voyage of great discoveries, he's about to be transported — Out of This World!

Lights! Camera! Action!

Is this an animated flick, a video game, or what? If this preliminary cart is any indication, Interplay is getting set to blow the collective minds of SNES owners everywhere. Out of This World appears to be an awesome action/adventure cart.

The first thing you notice about Out of This World are the state-of-the-art polygon-based graphics. Polygon pixs enable the cart to generate real-time, rotoscoped animation that produces a fluid collage of cinematic zooms, pans, close-ups, and scaling. Combined with digitized sound effects, the entire package whips up a seamless blend of movie-style storytelling and gameplay.

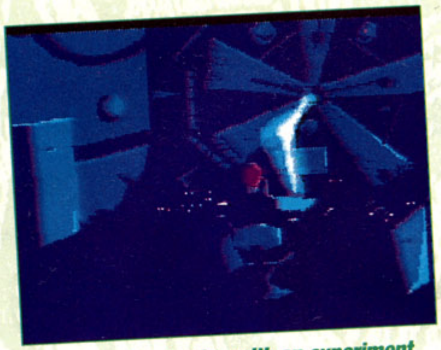
Out of this World whisks you away to a fantastic dimension of mayhem and mystery. Among the ghastly (but cool-looking) terrors you encounter are tentacled water monsters, ravaging beasts, and poisonous slugs. If you can't beat 'em—run away! But amidst the fighting, you may find friendship when you least expect it.

You basically run, gun, duck, leap, and kick your way through 12 lengthy areas. In each area the controls change according to the predicaments you encounter.

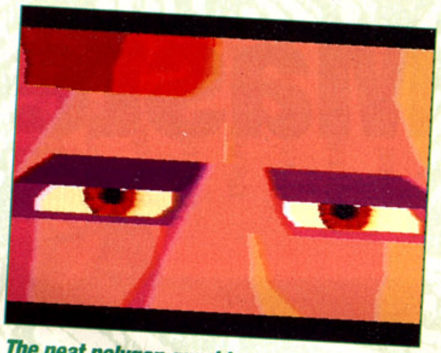
A Brave New World

When the SNES hit the scene, gamers everywhere hoped to see something completely different on their TV screens. This is could be it. Out of This World looks out of this world!

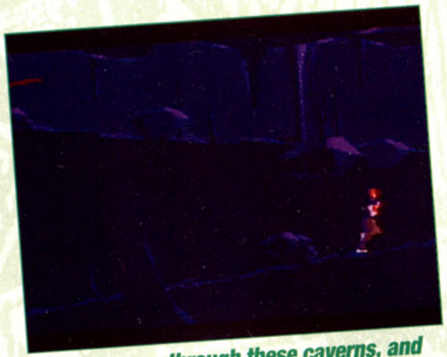
Out of This World by Interplay
Available Spring '92



The adventure begins with an experiment gone awry.



The neat polygon graphics and the cinema-style animation are real eye-openers.



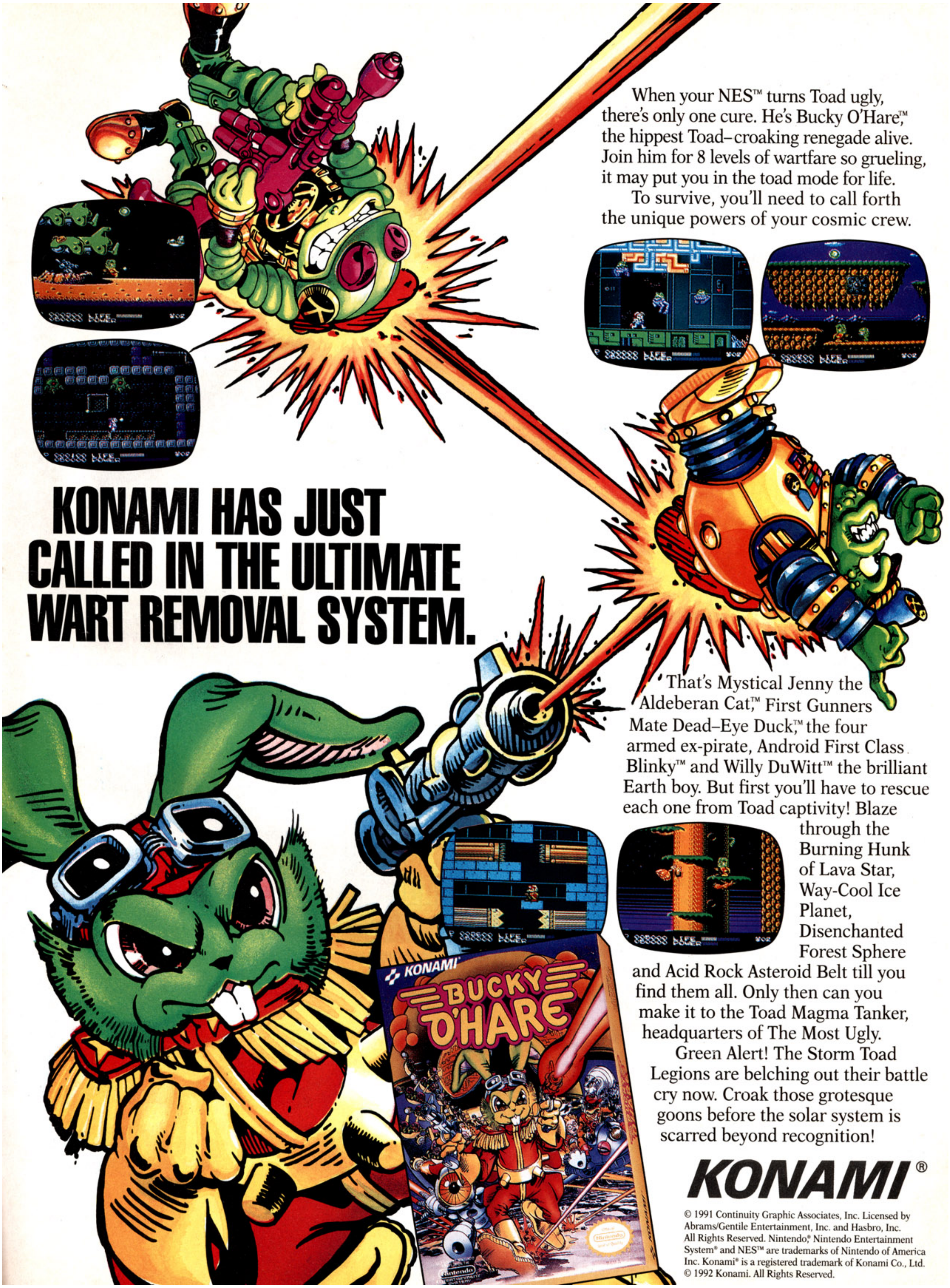
Find your way through these caverns, and you may find a way back home!

The control pad functions change depending on the predicaments you encounter.

You're out of your world and into this one. Watch out for those slugs!

You'll meet strange beings – some are friendly, some are not!

Nice graphics. Bad Slug!



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To survive, you'll need to call forth the unique powers of your cosmic crew.

That's Mystical Jenny the Aldeberan Cat,™ First Gunners Mate Dead–Eye Duck,™ the four armed ex-pirate, Android First Class Blinky™ and Willy DuWitt™ the brilliant Earth boy. But first you'll have to rescue each one from Toad captivity! Blaze through the Burning Hunk of Lava Star, Way-Cool Ice Planet, Disenchanted Forest Sphere and Acid Rock Asteroid Belt till you find them all. Only then can you make it to the Toad Magma Tanker, headquarters of The Most Ugly.

Green Alert! The Storm Toad Legions are belching out their battle cry now. Croak those grotesque goons before the solar system is scarred beyond recognition!

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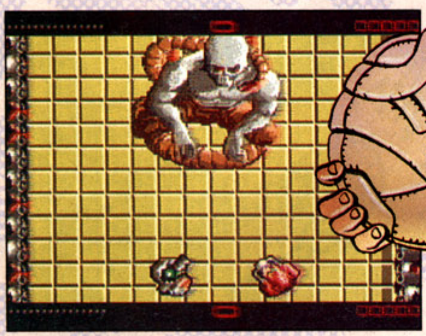
TURBOGRAFX-16

PRO REVIEW

Ballistix

By Road Kill Warrior

Want a recipe for action? Mix together a little soccer with some pinball, add a few demons, and toss in some high-tech weaponry. You end up with an action-filled feast called Ballistix. This hot new TurboGrafx-16 game by Psygnosis can satisfy even the heartiest action-junkie appetite.



Don't mess with the ref.

Play Ball!

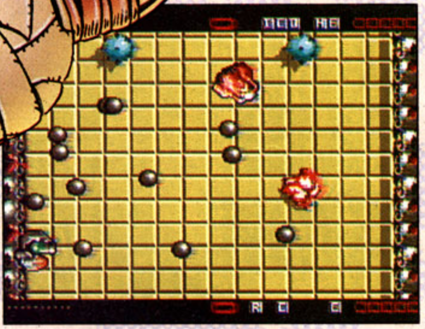
Ballistix is like hockey or soccer gone mad. You see the vertically scrolling play field from an overhead perspective. It looks like a tiled soccer field with goals at each end. Along the sides of the field are rows of skulls with glowing red eyes. These skulls keep the ball from leaving play. The name of the game is points, and each time you sink a ball into your opponent's goal, you score one. If you or your opponent scores three points, you move onto the next nefarious field.

Moving the ball around the field is tough because you can't touch it! Instead, you shoot at the ball with a powerful portable cannon, which floats around the field. To make matters worse, the fields are littered with explosive mines, gaping pits, and secret tunnels!

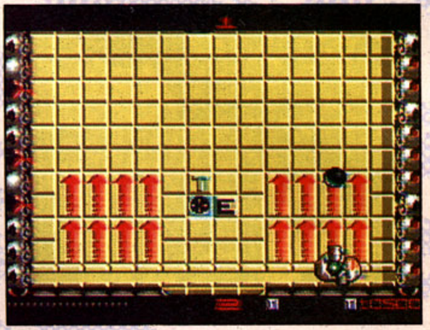
Life's Obstacles

With 100 fields to choose from you'll pound plenty of playtime out of Ballistix. Each field is more obstacle-laden then the last. Red arrows on each field act like patches of ice. When the ball rolls over an arrow, it accelerates in the direction the arrow is pointing – usually opposite to where you want to go!

Fortunately, there's more to this game than overcoming obstacles. Otherwise, you might pack it in from sheer frustration. The ref provides you with secret power-ups, which enable you to send out a shower of extra balls or block off your goal from enemy shots.



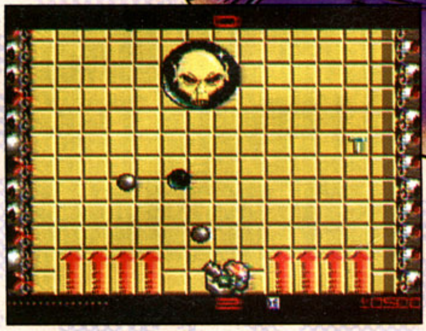
PROTIP: Knock the ball into a mine if you begin to lose control. After the ball explodes, a new ball appears at the center.



PROTIP: Some of the best power-ups appear in the same place on each level. Watch for them.

Ball Options

Want more wacky options? Ballistix has plenty of 'em. For example, you can play alone against the computer, with a partner, or alone against gravity. Yes, gravity! This unique feature makes the game like a pinball machine where gravity pulls the ball down towards you. Another feature enables you to adjust the speed of the ball, the arrows' effect on the ball, and the difficulty level of the computer player (as if "easy" wasn't rough enough). With so many great choices, it may take you all Spring just to figure out which ones are your favorites.



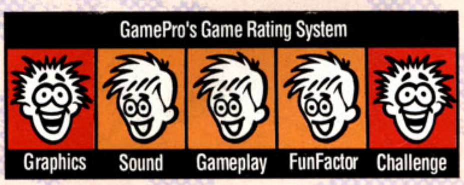
Full court pressure.

If Looks Could Thrill

In the sound and graphics department, Ballistix really keeps the ball rolling. In fact, they are both so clear, that the image of the action and the sound of the referee's voice will haunt you.

Long Attention Span

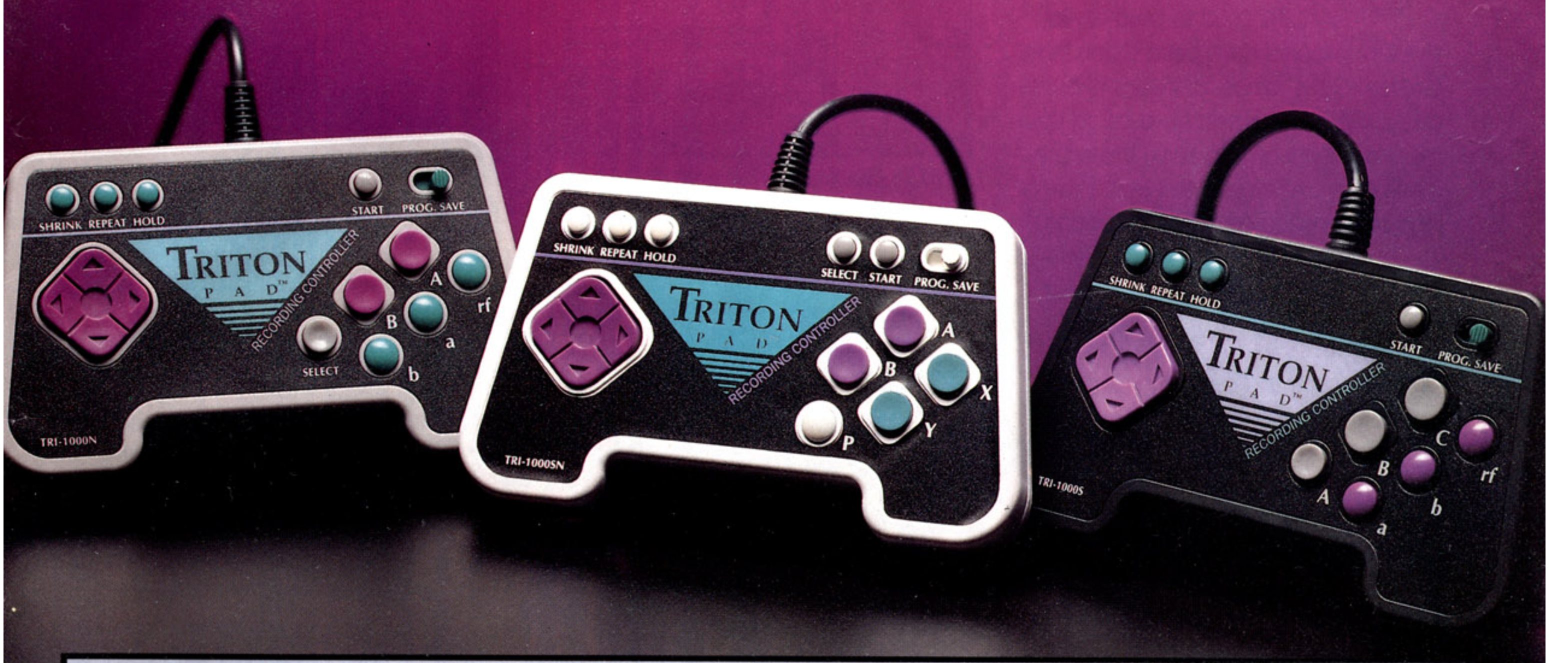
Is Ballistix the sport of the future? Maybe, maybe not. But with all the great-looking levels, the eerily realistic sounds, and the potential for days of intense challenge, Ballistix will do until the future arrives.



Ballistix by Psygnosis
Price not available
Available Summer '92

THE TRITON PAD™

THERE IS NO COMPETITION



Features	**Triton Pad**	**Others**
Program Feature (up to nine moves in one stroke)	**YES**	NO
Repeat Feature	**YES**	NO
Shrink Feature	**YES**	NO
Hold Feature	**YES**	NO
Rapid Fire Feature	**YES**	YES/NO

- Repeat Feature: Continuously repeat your programmed maneuvers with a touch of a button.
- Shrink Feature: Replay programmed maneuvers at Program, Turbo, or Super Turbo speeds.
- Hold Feature: Play your moves while the TRITON PAD repeats programmed maneuvers.
- Rapid Fire Feature: Total freedom to select your Rapid Fire moves.

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"Game Player's Magazine"

"It's a great controller. And, it delivers the action; it's very responsive."

"Editor" "Video Games and Computer Entertainment"

"You have to see this to believe it!"

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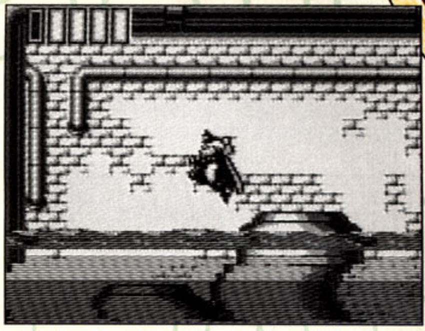
GAME BOY PRO REVIEW

By Rigor Mortis

Holy S.C.U.D. attacks! Supplies of a highly toxic metal used to build explosives for missiles have been stolen from Gotham City's mines. Baffled and bewildered, Gotham's Finest have called upon the only man who can solve this crime, the Batman. All clues indicate the workings of an insane criminal mastermind. The ominous and horrific conclusion – the Joker's back in town!!

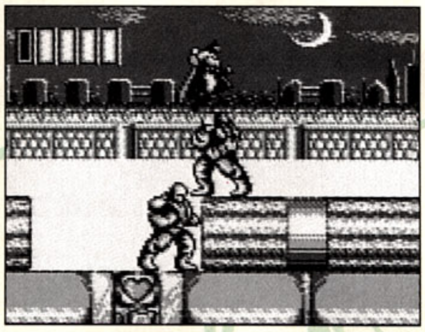
Caped Crusadin'

Don your cape and cowl, and hit the streets in search of the Joker! This cart takes you throughout Gotham City in four pulse-pounding levels. You can start at any one of the first three levels: the Sewers, the Machine Shop, or the Train. Defeat each level's Boss, and you earn the right to enter the Crown Prince of Crime's secret hideou.t There you take on the Joker himself! Sounds easy. Not!



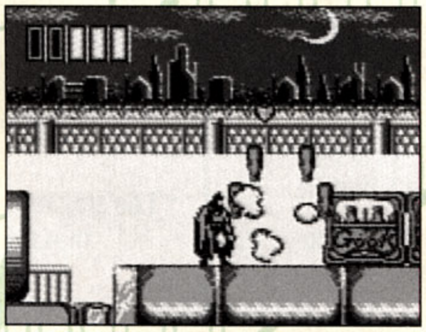
PROTIP: In a flash flood, find higher ground or jump up repeatedly. Bats aren't known for their swimming prowess.

Batman: Return of the Joker is a challenging game that will push gamers to the max. Fortunately, there's a difficulty select feature for all you novices. You only get five life units at the start of each level. You lose a unit each time you're tagged by the Joker's henchmen or by one of his nasty booby traps. Run out of life units, and you munch it! The good news is that you may continue up to five times. The bad news is that you start all the way back at the beginning of each level! Keep a sharp eye out for invaluable heart units, which replenish your life meter from one to three life units.



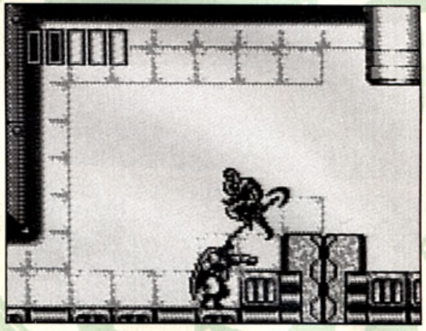
PROTIP: Avoid losing life units by hitting these guys once, then jumping over them.

BATMAN
Return of the Joker



PROTIP: On-board the train, punch out boxes to reveal hearts!

Batman possesses several unique abilities, which help him take on the various challenges of each level. In addition to his super athleticism, he has a Power Punch, a Grappling Hook (so he can really swing), and the Wall Climb technique, which enables him to scale up sheer walls. It's highly advisable that you practice each move at length because you'll need them all against the Joker. Batarang icons are hidden throughout each level, and they arm you with a limited supply of these deadly accurate projectiles.

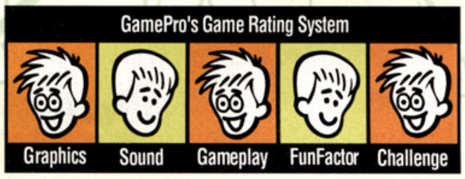


PROTIP: Take out enemies from above by shooting your Grappling Hook at them.

The well-rendered, highly detailed graphics deserve special mention. Batman looks authentic and moves realistically. Even his cape flows fluidly as he runs and jumps across the screen. The multi-scrolling backgrounds on the Train level and the unique flash underground flood on the Sewer level also enhance gameplay.

More Por Favor!

Put out an all-points bulletin! Batman's only drawback is that it's too short. With such awesome graphics and fun action, this cart should have at least a couple more levels. Sharp graphics, a top-notch fun factor, and easy to learn controls make this cart a well-rounded action hit with enough challenge to drive you "batty!"



Batman: Return of the Joker by Sunsoft
$27.95
Available now, 1 meg

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GAME BOY

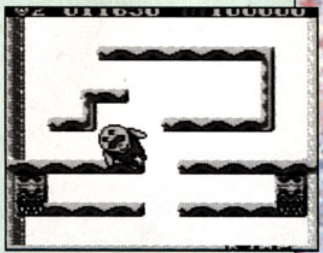
PRO REVIEW

Snow Bros., Jr.

By Andromeda

If you're a fan of the frosty stars of the NES cart,the Snow Brothers, here's a Game Boy cart that should send a chill down your spine. Yup, they're back...er....well, he's back. Snow Brother Jr. stars in Capcom's latest adventure to go.

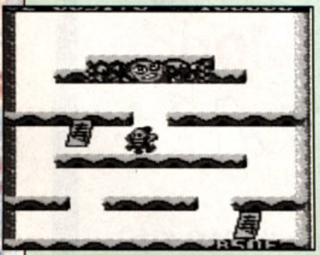
Chill Out



Got some bad juice.

Bro Jr. is trapped in snowdrifts. A mishmash of little ice creatures, such as fire-breathing dragons and the flying Punkin Head, are out to put him on ice for good.

The gameplay in this one-player cart is similar to such classics as Bubble Bobble and the original Snow Brothers. Your playing fields are individual screens. Sno Bro must clear each screen of all the pesky ice enemies by tossing snowballs at them. When he buries them in mounds of snow, they become giant snowballs that he can jump on, or he can throw and roll them into other snow monsters.



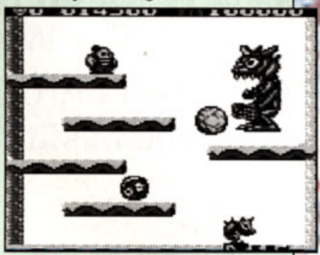
PROTIP: Put all of your opponents on ice with a single snowball, and earn a special bonus surprise.

PROTIP: Don't forget that you can toss snowballs up to nail pesky foes on the ledge above you.

PROTIP: Since your snowballs fire in an arc, you can stand on a ledge and freeze opponents on the ledge below you.

The frigid foes are troublesome, but you can handle 'em, no sweat. Sometimes when they melt down, Bro Jr. is rewarded with special items, such as tasty treats (worth points) and special sauces, which give him abilities such as super speed.

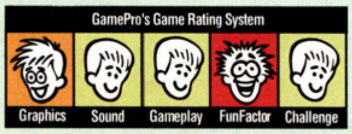
Altogether our hero must fight his way through 60 rounds, with a boss round every 10th level. If you make it to Round 50, there's a surprise in store for you. (Hint: How about a family reunion!)



PROTIP: Defeat this first big, bad boss by standing on the top ledge, freezing the little critters that he tosses at you, and rolling them right back at him.

Doesn't That Just Frost You

If you liked Snow Brothers for the NES, you'll enjoy this very similar Game Boy version. You might want to turn off the tunes, but you'll dig the oh-so-cute graphics, the fun, and the not-too-tough gaming. Sit back and put this one on ice!



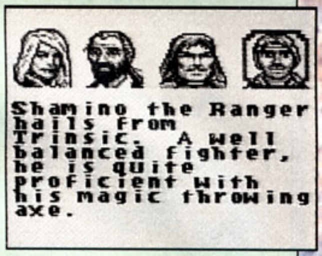
Snow Bros., Jr. by Capcom
$29.95
Available now, 1 meg

Ultima: Runes of Virtue

By The Great McGillicuty

Ultima: Runes of Virtue by FCI is the latest role-playing game to make the journey from the PC screen to the TV screen. It survives the trek, but it's a little worse for wear.

Ultimate Adventure

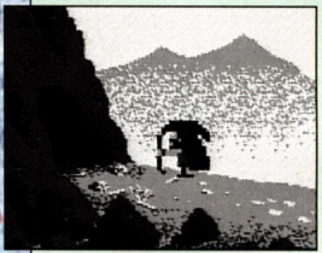


Shamino the Ranger hails from Trinsic. A well balanced fighter, he is quite proficient with his magic throwing axe.

Play as Shamino for strong fighting skills.

In Lord British's all-new Ultima title, your duty is to recover the eight prized Runes of Virtue, which were stolen by the Black Knight. The Runes are hidden throughout Britannia in treacherous caves, which just happen to be overrun with hordes of unique monsters! You choose one of four characters to play.

You wander through multi-level mazes in a top-down, Gauntlet-style perspective. Movement is easy. To open doors, flip trap levers, or grab treasures, simply walk into them. You select weapons and items from inventory, then use them with your right hand (Button A), or your left hand (Button B). Don't leave once you locate a cavern's Rune, because you might also scrounge up important magical items. Although mastering the interface is a snap, unfortunately gameplay's repetitive.



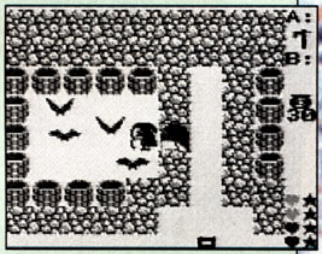
Another day, another maze.

PROTIP: Always have plenty of food and magic potions.

PROTIP: To defeat the Black Knight, you need the Lightning Amulet. Look for it in the Cavern of Selfishness.

Sad to say, but Ultima's three tunes will drive you crazy. Earplugs are a must to maintain your sanity. The graphic images aren't spectacular, but they're clear and distinct.

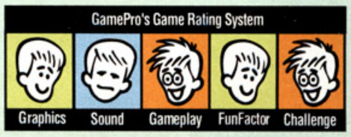
Worlds of Missing Virtue



PROTIP: Move quickly and let the monsters destroy each other with their shots!

Although Ultima: Runes of Virtue is a solid GB challenge, the excitement of the game soon grows stale after two or three caverns of mindless wandering and fighting. You meet the same characters in every town you visit, and the mazes are essentially identical. Runes is a standard fantasy scavenger hunt with some virtue, but no surprises.

Ultima: Runes of Virtue by FCI, $37.99
Available April '92
1 meg + battery backup



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- Changing wind and weather conditions

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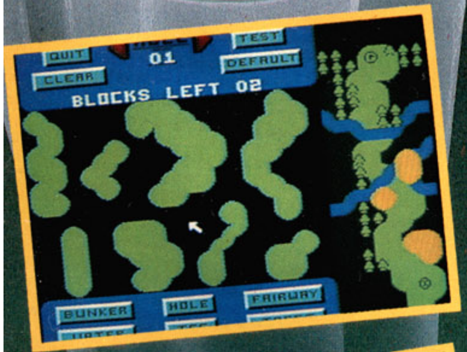
Just like the great White Shark, you'll need total concentration, strategy and control to make the leader board.



QUIT
01
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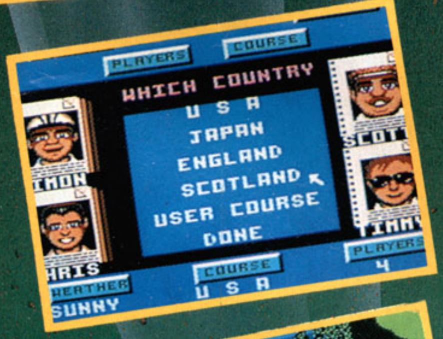
FAIRWAY



PLAYERS
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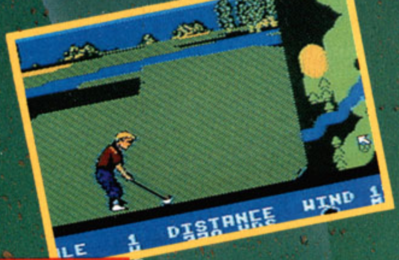
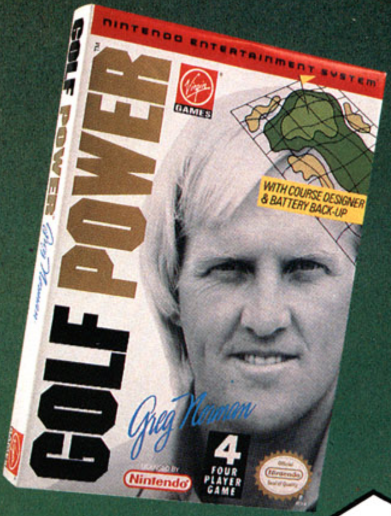


DISTANCE
WIND



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GAME GEAR

PRO REVIEW

Popils

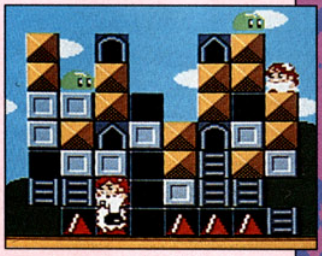
By Rampant Saxon

If you've played with a Rubik's Cube, you know how frustrating and addicting it can be. Well, now you can be just as frustrated and addicted on the Game Gear with a new puzzle game called Popils by Tengen.

Puzzling Situations

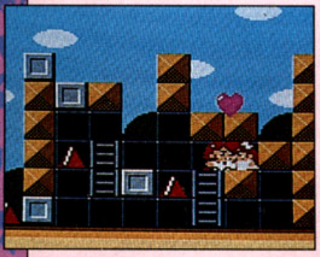
Popils is a bust-the-blocks maze game. All the action takes place on single-screen puzzles, so don't expect extensive graphic achievements. But altogether you get 100 screens.

The Game Gear controls put a mess of block-busting moves at your fingertips. Your standard square-smashers are a powerful punch, a head-butt, and a smash kick. You can also punch continuously to quickly wipe out a stack of blocks. Ladders abound to ease your toil. If you get stuck, you have to kill yourself and start all over again.



The pointed red Blocks can be demolished with your powerful karate kick. Be strategic with your destruction, however, cause you can use the Warp Doors to puncture the Green Slime with the Pointed Blocks.

PROTIP: You can jump from the top of any ladder as long as you have a block (or someone) to land on.



Success! Long live true love!

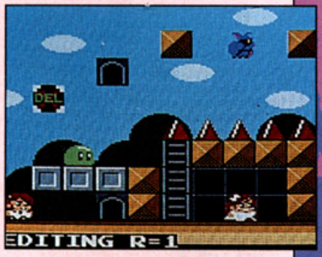
PROTIP: You don't have to be directly above or below the block you need to demolish. You can stand on the edge of blocks and hit whatever is next to the block you're on.

You have to think before you swing in this game. If you hit aimlessly, you may find yourself destroyed by Green Slime or Flying Vampires. You also need to watch out for the Warp Doors. They can either help you, or plummet you (or your princess) to a fatal demise.

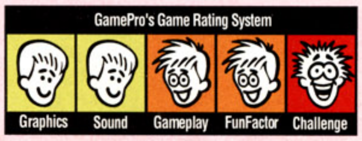
Popils is loaded with options: a battery backup, a Map Edit feature, which lets you create your own puzzles, a hint button, and a Japanese language option.

Stuck on Popils

Popils is a nice bit of brainy entertainment. You'll be stuck more often than not, but you may find that being a blockhead can be fun.



They look harmless, but the Green Slime and the flying blue Vampires are deadly.

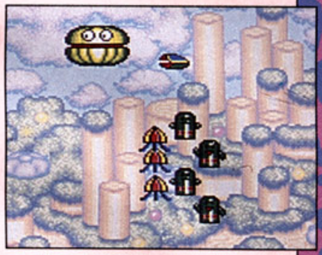


Popils by Tengen
$34.95
Available now, 1 meg

Fantasy Zone

By Weekend Warrior

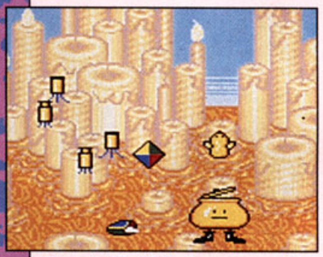
Once there was a hot shoot-em-up for the Master System called Fantasy Zone in which the heroic Opa-Opa defeated the evil Menon Empire. Now, years later, Opa-Opa Jr. faces the same threat. The Menonites are returning to try to conquer Fantasy Zone for a second time. This time, it's on the diminutive Game Gear screen. But rest assured, there's nothing diminutive about the fun and action!



PROTIP: Study the patterns of moving enemies and make them your first priority.

Zoning Out

Fantasy Zone drops Opa-Opa into a tiny spaceship to blast through seven stages of floating obstacles and buzzing enemies. You're armed with bombs and cannons. Your ship moves 360 degrees, and the action automatically scrolls in the direction that you are facing. You'll need this maneuverability on later levels as waves of enemies swarm at you from all sides!

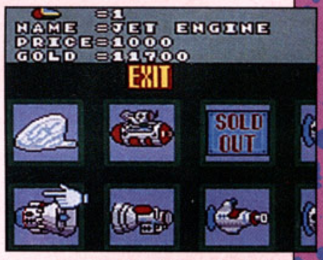


PROTIP: Avoid being cornered by keeping open at least one avenue of retreat.

To upgrade your ship's weaponry and capabilities blast your enemies and they'll release valuable gold coins which are redeemable at Floating Shops and only appear once per stage. Power-ups include: Turbo and Rocket Engines, heavier firepower such as Lasers and Five-Way Shots, bigger bombs such as Twin Bombs and Smart Bombs, and special items such as Extra Ships and Shields. You start with three ships, and you lose a life when you're blasted or you run into enemies. Unfortunately, you also lose all the coins and power-ups that you have accumulated. That makes smart shopping the key to smart fighting!

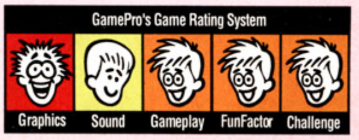
A Direct Hit!

Fantasy Zone is an excellent, fast-moving, challenging cart that's a visual delight! Highly detailed, colorful backgrounds utilize every pixel. The controls are uncomplicated, and the ship is extremely responsive to sudden directional changes. The soundtrack is lighthearted, as is the tone of the game, but the action is definitely white-knuckle hot. Looking for fast action and lots of fun? Tackle Fantasy Zone – you can't miss!

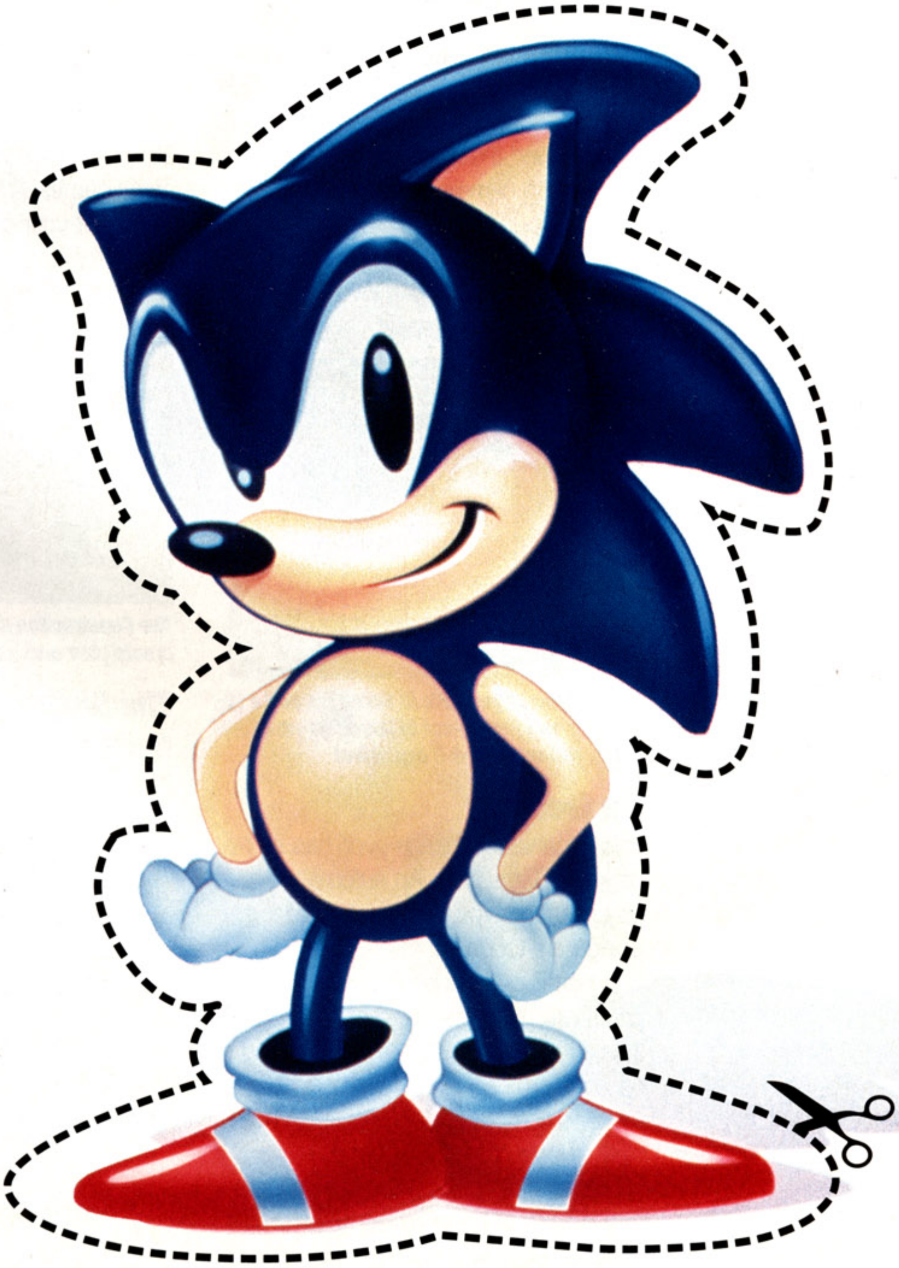


PROTIP: Don't spend all of your money at one time!

Fantasy Zone by Sega
$24.95
Availabile March
1 meg



Here's one way to take Sonic The Hedgehog™ wherever you go.



OVERSEAS ProSpects

TETRIS Plus Bombliss

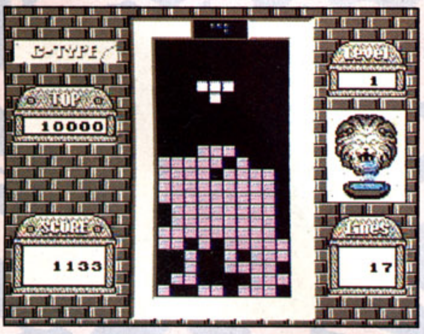
By Kay Oss

Time to "shape up," Tetris fans, new challenge may be coming your way! Bullet-Proof Software, Japan, has recently released Tetris Plus BomBliss for the Famicom. This Japanese version not only adds new dimensions to good old Tetris, but it also features new games using the Tetris shapes.

Nintendo owns the U.S. rights. Hopefully, we'll see this game in the States soon.

Bombs Away

With this cart, you can choose to play a regular game of Tetris or Tetris Plus BomBliss. Regular Tetris is, well, regular Tetris. You even get the same three types of games found in the American NES and Game Boy versions.



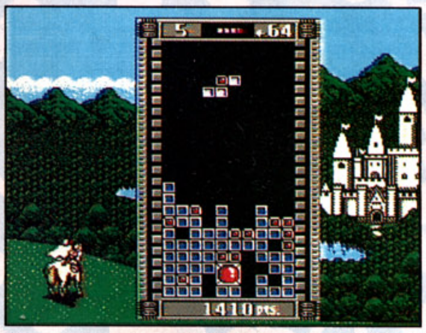
Don't fret Tetris fans! This new version keeps the original game with three different types of play – Type A, B, and C.

Tetris Plus BomBliss plays like the old Tetris with an explosive twist. Sorry folks, but in BomBliss you can't assume that a line will disappear once it's complete. You must try to include bombs (which are scattered among the falling Tetris shapes) as you build your lines. Complete a line which contains a bomb and the bomb blows it away. If you complete a row which doesn't contain a bomb, don't worry. The next row with a bomb might blow it up. If several incomplete rows have bombs in them, you might be able to create a line containing a strategically-placed bomb, which will trigger a chain reaction of explosions.

PROTIP: If you maneuver four bombs to form a square, they produce one B-I-G explosive!

PROTIP: If your shapes start piling up, try to keep the middle clear by moving shapes to the left and to the right. You may get a lucky fit.

Nice-looking peripheral graphics liven up the old Tetris atmosphere. On the first level, you start out with a space scene. Then, you move on to Russia, where little Russians perform a classical dance. Next, in Paris, a young woman is drinking her cafe au lait outside a cafe. Other screen sequences include: knights jousting, fairies flying around the woods, Egypt with sand-eating camels, a serene Japanese mountain pond with jumping frogs, a Japanese house with ninjas climbing all about, and a sunset with lovers. Every 10 rounds, the scenes repeat.

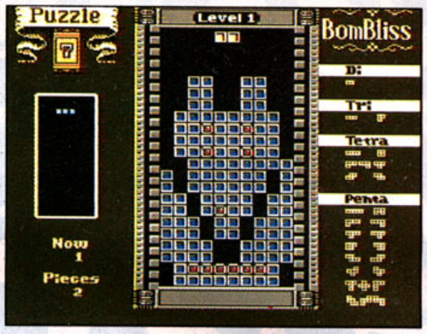


The peripheral graphics in BomBliss add a little color and movement to the ol' game of Tetris. Notice the B-I-G explosive!

Perfect Fit

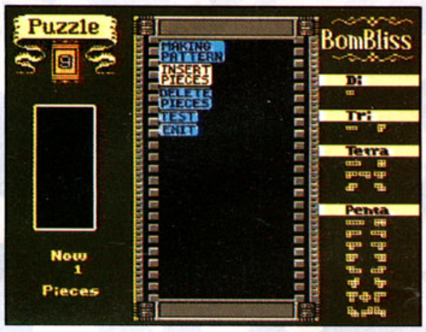
This Japanese package even has some perks for Tetris pros. An automatic battery backup helps keep you going if the going gets tough.

BomBliss includes Puzzle, a new game which takes a little more brainpower than a regular BomBliss game. Here, you only get a limited set of Tetris shapes with which to complete a line. With each complete line, you need to trigger as many bombs as possible in order to blow up everything in the Tetris window. Even simple puzzles require several thoughtful attempts.



In order to blow up the whole screen in the BomBliss Puzzle game, you have to fit the few pieces you're given properly.

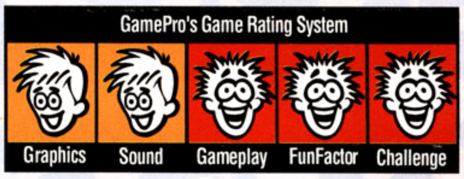
If you're tired of ready-made puzzles, you can use BomBliss' Construction feature to add, delete, and create shapes. Build and store up to 10 original Tetris games. A test button enables you to try out your game before you challenge one of your friends.



The Construction section of BomBliss lets you create your own shapes and puzzles.

The Shapes of Things to Come

At one time or another, every true gamer's been hooked on Tetris. For a fresh challenge, snag a Famicom and check out Tetris Plus BomBliss, or just wait for the American version...if you can.



Tetris Plus BomBliss
by Bullet-Proof Software-Japan

Game Gear's™ the other.

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START
2
1

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Sonic is always a cut-up, but if you want him to go, put down the scissors and pick up Game Gear. With 32 on-screen colors, great Sega graphics and optional stereo sound, Game Gear is the only way to play. And Sonic is leading a huge pack of wild games available on Game Gear. Over 75 titles in 1992. So get moving. Get Sonic The Hedgehog on Game Gear.

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COLOR PORTABLE SEGA GAME SYSTEM

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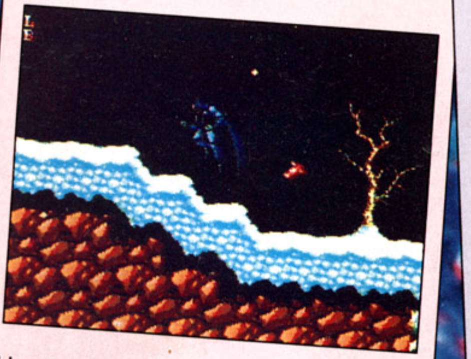
S.W.A.T.PRO

TIPS·TACTICS HOT PASSWORDS
SECRET WEAPONS AND TACTICS

Batman: Return of the Joker (Nintendo)

Password Collection!



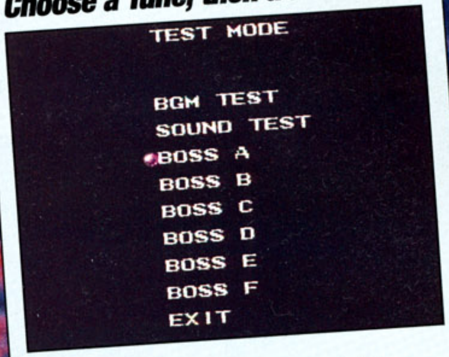
Use these passwords to begin on any Bat-stage in the game.

Stage 1-2:	MDRR	Stage 4-2:	KHCN
Stage 2-1:	NMLL	Stage 5-1:	QGVN
Stage 2-2:	NWKL	Stage 5-2:	WBZT
Stage 3-1:	LGZQ	Stage 6-1:	FFHG
Stage 3-2:	GPTW	Stage 6-2:	CKQG
Stage 4-1:	GNXF	Stage 7-1:	GPZT

Ryan McDermott, Redwood City, CA

Shatterhand (Nintendo)

Choose a Tune, then a Boss



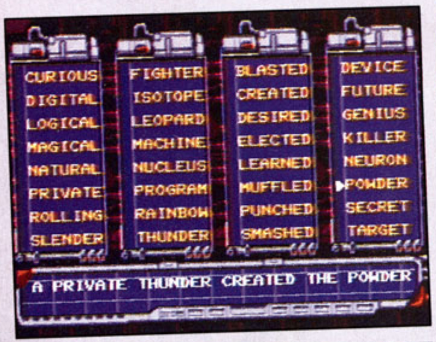
```
TEST MODE

BGM TEST
SOUND TEST
BOSS A
BOSS B
BOSS C
BOSS D
BOSS E
BOSS F
EXIT
```

Practice makes perfect. So with this code, you can take on Shatterhand's toughest end-stage bosses. At the title screen, punch in A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B.

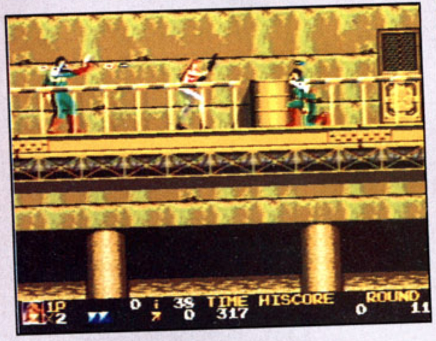
Anthony Hagmeyer, Bordeaux, France

Rolling Thunder 2 (Genesis)

Passwords!



```
CURIOUS   FIGHTER   BLASTED   DEVICE
DIGITAL   ISOTOPE   CREATED   FUTURE
LOGICAL   LEOPARD   DESIRED   GENIUS
MAGICAL   MACHINE   ELECTED   KILLER
NATURAL   NUCLEUS   LEARNED   NEURON
PRIVATE   PROGRAM   MUFFLED  ▶POWDER
ROLLING   RAINBOW   PUNCHED   SECRET
SLENDER   THUNDER   SMASHED   TARGET

A PRIVATE THUNDER CREATED THE POWDER
```



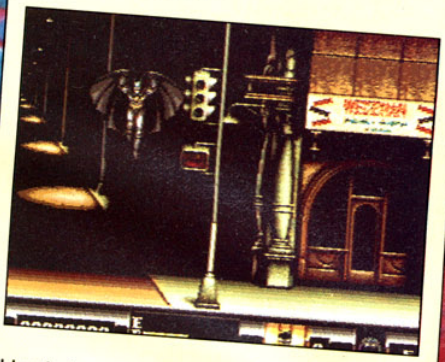
Get moving in Rolling Thunder 2 for the Genesis with this complete collection of passwords:

Level 2:	MTLS
Level 3:	NFCG
Level 4:	RNSN
Level 5:	CPPP
Level 6:	LLBS
Level 7:	PIDT
Level 8:	NREF
Level 9:	MMMK
Level 10:	DNPD
Level 11:	PTCP

R. Robin, Jacksonville, FL

Batman (Genesis)

Unlimited Lives

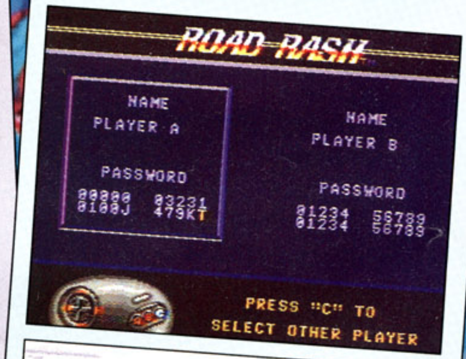


Here's how to start the Caped Crusader with endless Bat lives. First, insert any cartridge into your Genesis. Wait until the title screen appears. Then take the cart out without switching off the power. Insert Batman and press Reset. Bingo, unlimited lives!

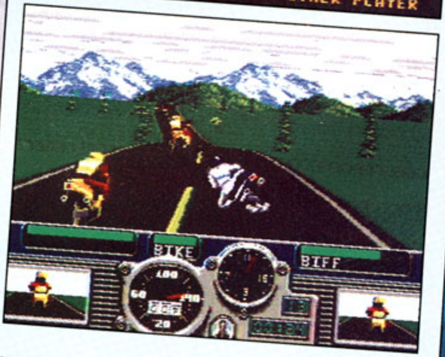
Alexander Jordan, New York, NY

Road Rash (Genesis)

Bike Codes!



```
ROAD RASH

NAME                    NAME
PLAYER A                PLAYER B

PASSWORD                PASSWORD
00000  03231            01234  56789
0100J  479KT            01234  56789

PRESS "C" TO
SELECT OTHER PLAYER
```

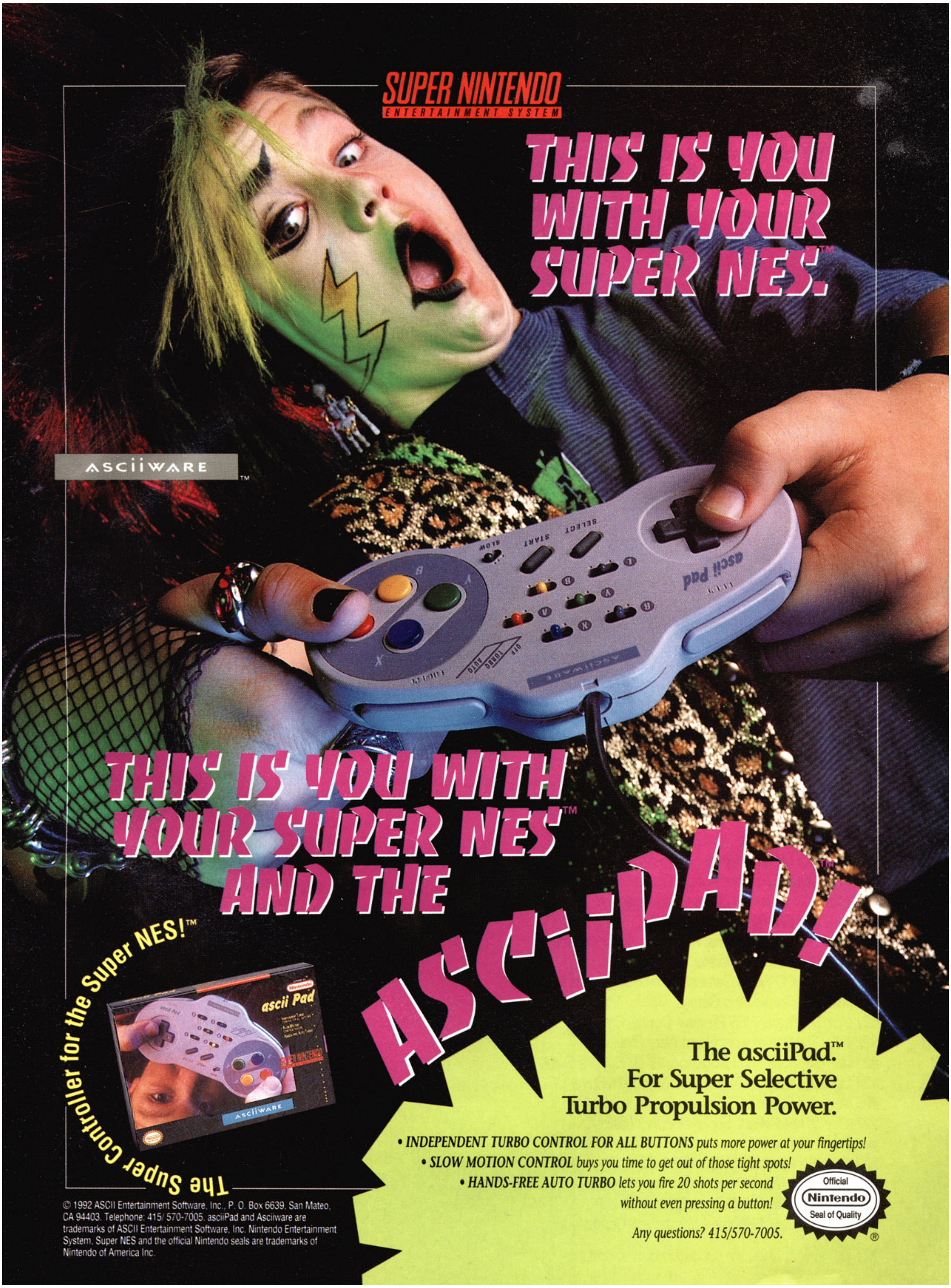


With these passwords, start with the free wheeling mobile of your choice.

Furruci: 32673 01R01 011DO 35T7Q
Panda 750: 32674 02EA1 100ET 36RCN
Diablo 1000 (Level 4): 00000 03231 0100J 479KT

Linus Kessler, Brooklyn, NY

Continued on page 82.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SWATPRO

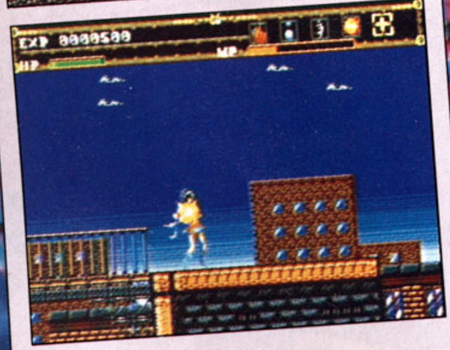
Tips · Tactics · Hot Passwords

Secret Weapons and Tactics

El Viento (Genesis)

Level Select Plus Power-Up!

EXP 0004000
HP
MP


EXP 0000500
HP
MP

If you'd like to select your stage in Renovation's latest action bonanza, El Viento, here's what to do. Pause the game. Then to skip a stage, press Up, Left, Right, Down, and B. You must repeat this entire sequence for each level you'd like to skip. If you'd like to charge up your magic abilities, pause the game. Then hit Up, Left, Right, Down, and C for each additional magic ability. You must repeat this power-up code for each new skill you'd like to learn.

Robb Alvey, Cypress, CA

Continued on page 84.

Final Fantasy II (Super NES)

Kokkol's Weapon Stash

Once you've acquired the Excalibur from Kokkol (see the March, 1992 issue of GamePro), return to his hut later in the game and you can purchase some rare, deadly weapons! Buy tons of Shurikens, Ninja Stars, and Samurai Arrows. Buy, buy, buy after you defeat the Giant of Bab-il.

Steve Mittler, Orillia, Ontario

Final Fantasy II (Super NES)

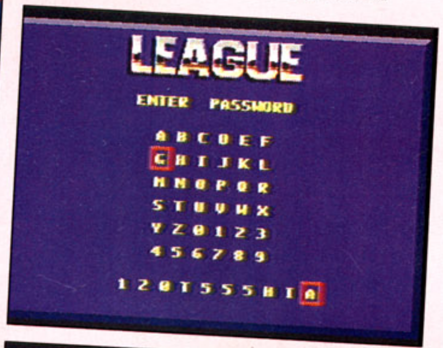
Find the Spoon Dagger

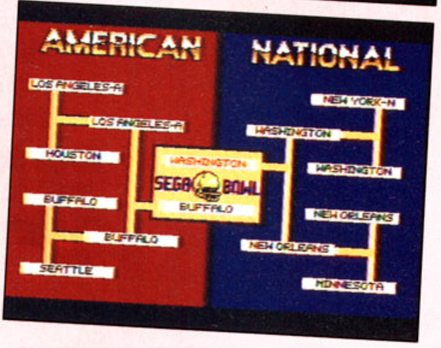
Enter the Sylph cave and talk to the Karate Fighter, then leave. When you acquire the Falcon airship, return to the overworld and head for Fabul. Chat with Yang's wife and she'll fork over the frying pan. Take the pan and bash Yang over the head with it. You'll then learn the Sylph summoning spell. Next, go to Fabul once more and Yang's wife will give you the Spoon Dagger. Despite a wimpy name, the Spoon Dagger is the most powerful Ninja weapon in all of Final Fantasy II! While in combat against Zerumus towards the end of the game, try it as your second throwing dart.

Steve Mittler, Orillia, Ontario

Joe Montana II SportsTalk Football (Genesis)

Create Your Own Passwords!


LEAGUE
ENTER PASSWORD
A B C D E F
G H I J K L
M N O P Q R
S T U V W X
Y Z 0 1 2 3
4 5 6 7 8 9
1 2 0 T 5 5 5 H I A


AMERICAN
NATIONAL
LOS ANGELES-A
LOS ANGELES-A
HOUSTON
BUFFALO
BUFFALO
SEATTLE
WASHINGTON
SEGA BOWL
BUFFALO
NEW YORK-N
WASHINGTON
WASHINGTON
NEW ORLEANS
NEW ORLEANS
MINNESOTA

Here's a way to create your own Joe II passwords. Receive any password. Record the first three letters and the last two letters. Then insert the following letters in the middle of your code:

First Round:	RSS5B
League Championship:	S555D
Sega Bowl:	T555H

For example, try these codes out:

San Francisco (Championship):
ZABS555DII

San Francisco (Sega Bowl):
ZABT555HII

Los Angeles (A) (Championship):
MABS555DIA

Los Angeles (A) (Sega Bowl):
MABT555HIA

Philadelphia (Championship):
UX3S555DIA

Philadelphia (Sega Bowl):
UX3T555HIA

Los Angeles (N) (Championship):
NAAS555DKA

Los Angeles (N) (Sega Bowl):
NAAT555HKA

Detroit (Championship):
HPOS555DIE

Detroit (Sega Bowl):
HPOT555HIE

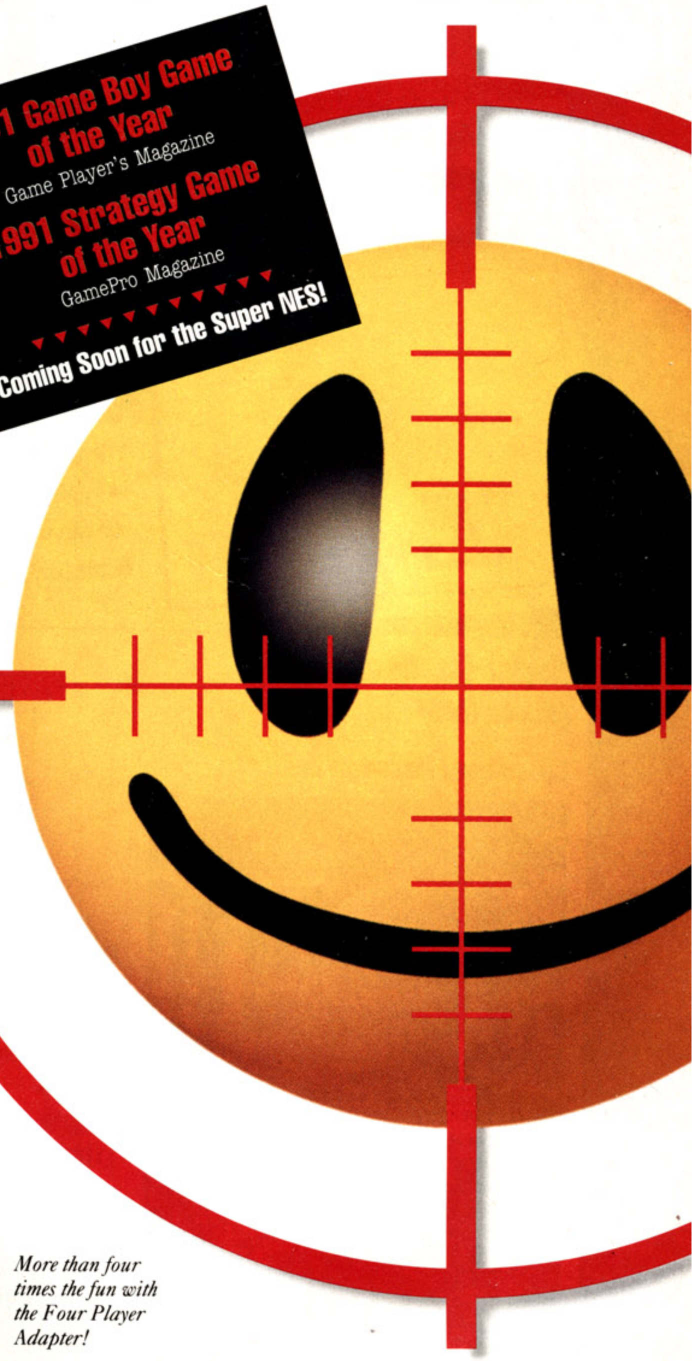
Washington (Championship):
120S555DIA

Washington (Sega Bowl):
120T555HIA

Steve Shelton, Bronx, NY

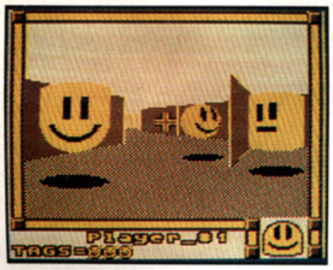
Wipe the smile off this face!

(And maybe a few of your friends, too!)



1991 Game Boy Game of the Year
Game Player's Magazine
1991 Strategy Game of the Year
GamePro Magazine
▼▼▼▼▼▼▼▼▼▼▼▼
Coming Soon for the Super NES!

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning— in first-person perspective, with 3D graphics and 360° maneuvering!



WATCH OUT! They only look happy!

Get into your Game Boy...

And we mean *into!* FaceBall 2000 is a new virtual reality game. You don't just *see* your character, you *are* your character. Feel like you're actually inside your Game Boy as you move through CyberScape's more than 70 treacherous mazes — or the Arena, in fast-paced rounds of high-tech combat.

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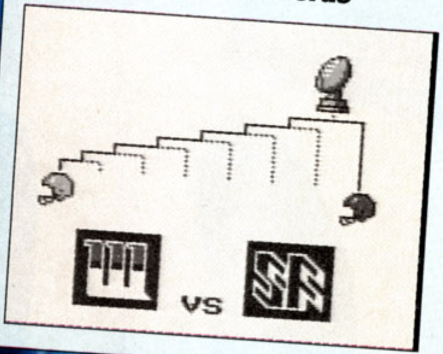
S.W.A.T.PRO

Play Action Football
(Game Boy)
Championship Passwords

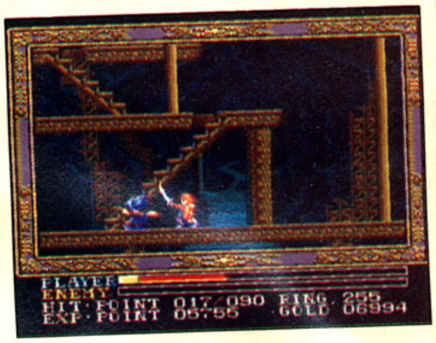


Hit the Game Boy gridiron and go for the championship with these passwords:

Los Angeles:	8HNHGFC98
San Francisco:	8BLK8MG87
Miami:	FVCDVNJDC
Chicago:	DDNCFPJB9
Denver:	DHNRLG898
Washington:	CKPBM6776
New York:	85FD34932
Houston:	GBLK89F87

Brain Loz, Loudonville, NY

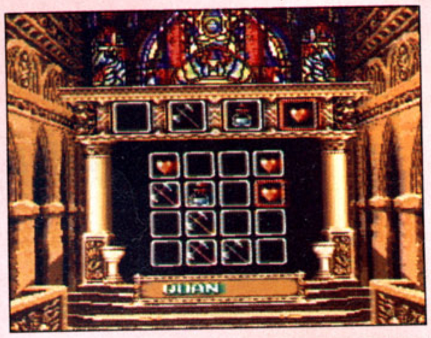
Wanderers from Ys
(Super NES)
Raise Adol's Levels

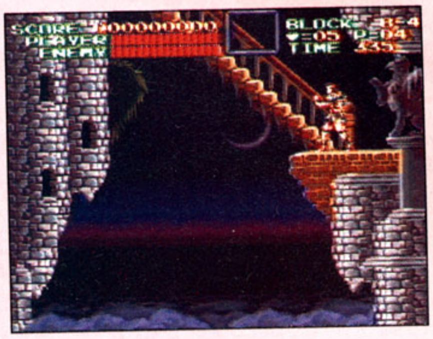


Position Adol in the mine area shown in this photo. Face left, then hold down the Attack button. You'll bash orcs over and over until you raise your strength level. If you'd like, rubberband the button in place, leave, and come back after a few hours. You'll then be at your maximum strength!

Jonathon Connor, Macon, GA

Super Castlevania IV
(Super NES)
Last Level Passwords!





Use these passwords to whip your way into the ending areas of Super Castlevania IV. Check out the grid to see how the format works:

	A	B	C	D
1				
2				
3				
4				

P = Potion
A = Axe
H = Heart
For example: C2/A = An Axe in the C-2 position.

Level 9: A1/H, A2/A, A4/H, B2/P, B3/A, D1/P, D2/H, D3/P

Level A: A1/H, A2/A, A4/A, B2/H, B3/P, B4/A, D2/H, D3/H

Level B: A1/H, A2/A, A4/H, B3/H, B4/A, D1/A, D2/H, D3/H

Guardian 1: A1/H, A2/A, A4/H, B2/H, B3/P, B4/A, D1/P, D2/H, D3/H

Guardian 2: A1/H, A2/A, B3/H, B4/A, C4/A, D1/P, D2/H

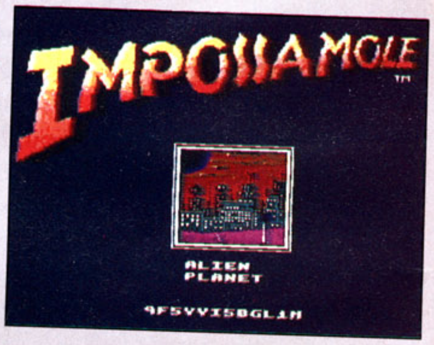
Guardian 3: A1/H, A2/A, B2/A, B4/A, C4/A, D1/H, D2/H

Dracula!: A1/H, A2/A, B2/P, B3/A, B4/A, C4/A, D1/H, D2/H

Enter your name as "Quan."

Slasher Quan

Impossamole (TurboGrafx-16)
Passwords

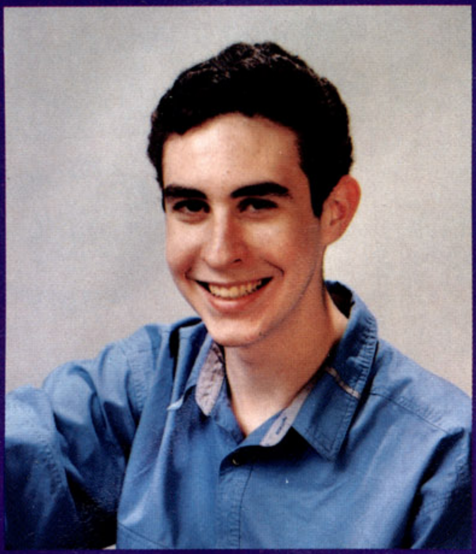


Okay molesters, here are passwords for NEC's Impossamole:

Amazon:	5ZWXYG5G2DVN
Iceland	NEJVY95B2SDP
Bermuda:	1R82YI5GGINQ
Alien Planet:	9F5YYI5BGL1M

Boia Nguyen, Culpeper, VA

Continued on page 86.



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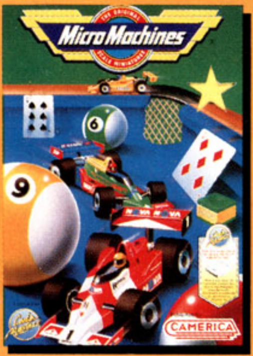

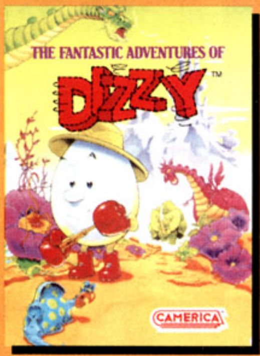

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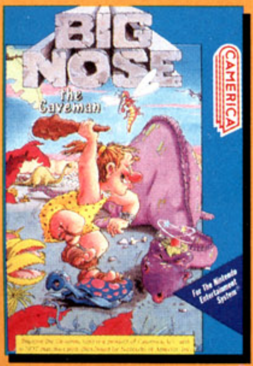
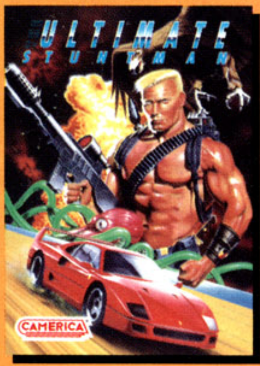

BIG NOSE
the Caveman
CAMERICA
For The Nintendo Entertainment System



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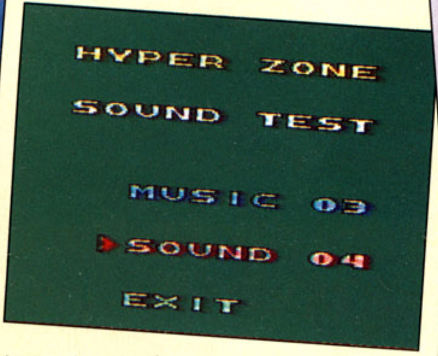
S.W.A.T.PRO

TIPS · TACTICS · HOT · PASSWORDS · SECRETS · TACTICS

HyperZone (Super NES)

Sound Test



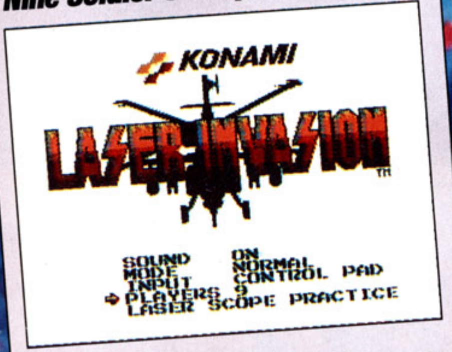
HYPER ZONE
SOUND TEST
MUSIC 03
▸SOUND 04
EXIT

At the title screen hold L and R, and then push Start. A Sound Test will appear on your screen. Use Left and Right on the pad to change the selection. A to activate the sound, and X to fade it.

Jason Hart, Corvallis, OR

Laser Invasion (Nintendo)

Nine Soldier Stockpile!



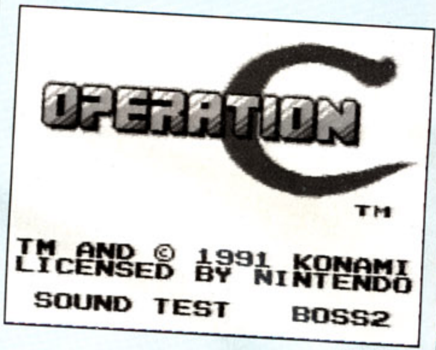
SOUND ON
MODE NORMAL
INPUT CONTROL PAD
➜PLAYERS 9
LASER SCOPE PRACTICE

Enter the following button-pressing code to arm yourself with nine Laser Invaders instead of just three. Enter the options screen and move the cursor to the "Players" input. Next, press the A button 51 times. You're set!

Peter Taylor, Duck, NC

Operation C (Game Boy)

Sound Test



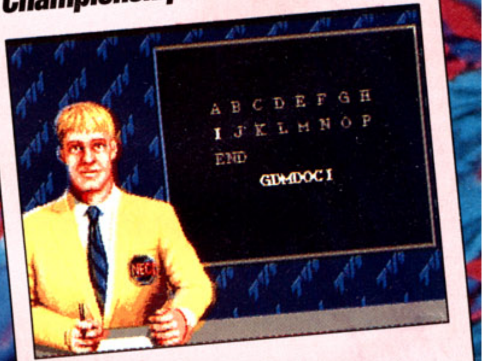
TM AND © 1991 KONAMI
LICENSED BY NINTENDO
SOUND TEST BOSS2

At the title screen, quickly tap in Up, Down, Left, Right, B, A, and Start. "BGM 1" will appear. Press Up and Down to select a sound. A to activate the music, and B to stop it.

Craig Eisenberg, Hughson, CA

TV Sports Hockey (TurboGrafx-16)

Championship Password

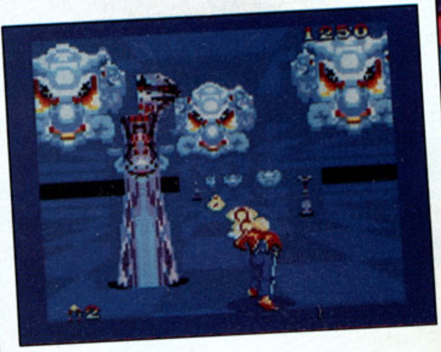


Skate into the finals with this Canadian password: GDMDOCI

Bob Eldrich, Redmond, WA

Space Harrier (Game Gear)

Passwords!



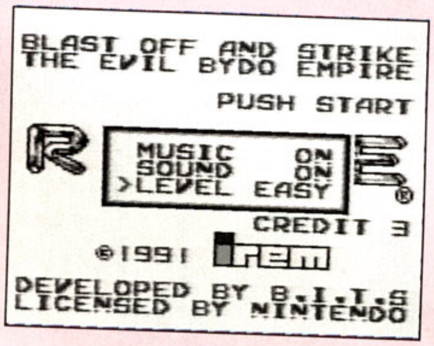
Type in these passwords to warp ahead in that mind-blowing Game Gear title, Space Harrier

Stage 2:	EAGF
Stage 3:	CHFA
Stage 5:	DGBC
Stage 6:	HBGA
Stage 7:	FBHE
Stage 9:	BFCH
Stage 10:	HGDA
Stage 11:	AGEC

Horace Johnson, Salt Lake City, UT

R-Type (Game Boy)

Option Screen



BLAST OFF AND STRIKE
THE EVIL BYDO EMPIRE
PUSH START
MUSIC ON
SOUND ON
>LEVEL EASY
CREDIT 3
©1991 Irem
DEVELOPED BY B.I.T.S
LICENSED BY NINTENDO

At the title screen of Game Boy R-Type, press Down and Select simultaneously to bring up an Options screen. You can take in some hot tunes and change the difficulty of the game. When you're finished, press Select to exit.

Chris Balmoja, Honolulu, HI

Do You Have a Secret Weapon?

If you do, submit it to GamePro. Our Pros will review it, and if we publish it, we'll send you a free GAMEPRO Super Shirt! Send your best tips and secrets to:

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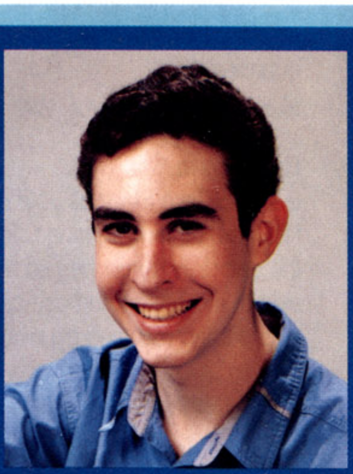
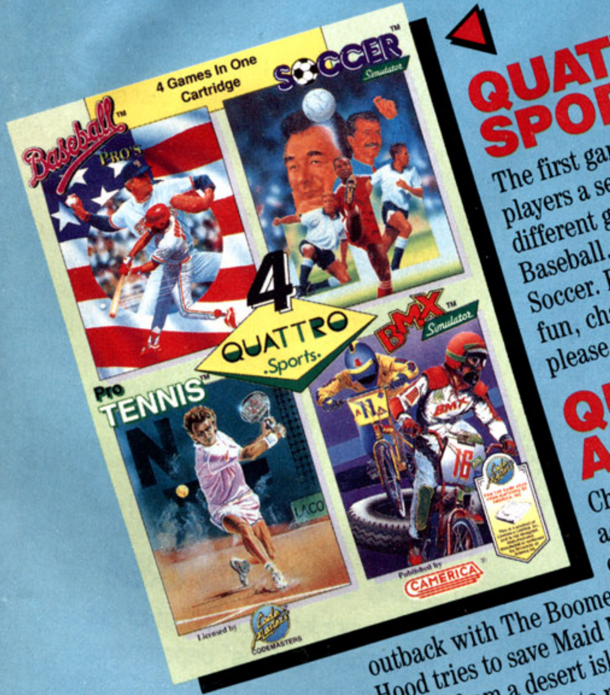


NINTENDO WORLD CHAMPION

“I like a good deal. But four different games for the price of one is a great deal!”

Thor Aackerlund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Pro Tennis
BMX Simulator
4 QUATTRO Sports
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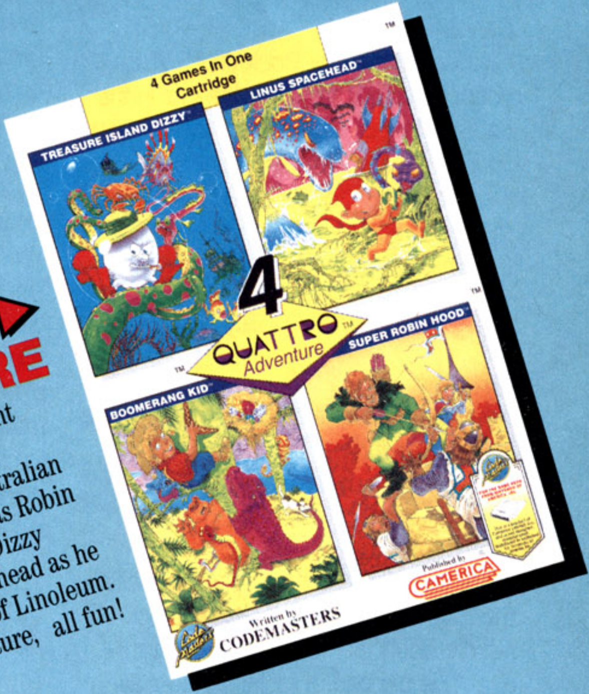
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Treasure Island Dizzy
Linus Spacehead
Boomerang Kid
Super Robin Hood
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Published by CAMERICA
Written by CODEMASTERS

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ASK THE PROS

Nintendo

G.I. Joe

Dear ASK THE PROS,
How can I beat the Cobra Commander in G.I. Joe?

M. H. Lamb, Marietta, GA

Dear M. H.,
Choose Gridiron, or Rock and Roll, as your character. Leap over the pits in the floor and shoot Cobra in his face. When your Real American Hero begins to weaken, switch to General Hawk, hover to the top of the screen, and blast Cobra Commander to oblivion!

Mega Man (CLASSIC)

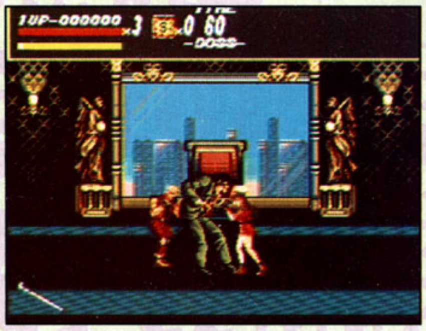
Dear ASK THE PROS,
How can I defeat the Rock Monster boss in Dr. Wily's fortress?

Jonathan Evans, Salt Lake City, UT

Dear Jonathan,
You'll need the Elecman beam. Shoot at the Rockman's eye and press Select rapidly. You'll then score massive damage! This big bag of rocks will be pebbles in no time.

General

Streets of Rage



Dear ASK THE PROS,
I am having trouble completing Streets of Rage for the Genesis. Do you have any hints for the final boss and his two guardians?

Shaun Beaurain, Monroe, WA

Dear Shaun,
Sure do. Take Blaze as your character. Her kick has the longest range. To wipe out the guardian karate women, stand on one side of the screen and use backkicks. To take out the machine-gunning Syndicate Leader, block his bullets with jumpkicks and pound his face with a rapid punch. Use your body-slam for the K.O.

Streets of Rage

Dear ASK THE PROS,
I've heard rumors that there is a "bad" ending for Streets of Rage. What does this mean?

Andrew Hoo, Scarborough, Canada

Dear Andrew,
Your sources are correct! Here's how to see the "bad" ending. During a two-player game, the Syndicate Leader will try to entice you to join his gang. If one of the players answers "yes," and the other replies "no," you and your bud will have to slug it out amongst yourselves. If the betrayer wins, the Streets of Rage will stay in the hands of the crime bosses.

Super NES

Darius Twin

Dear ASK THE PROS,
In Darius Twin I've reached the planet Darius Final Zone L, but I can't beat the big boss, Super Alloylantern. Please help me complete this rad 4-meg shooter!

David Liu, Milpitas, CA

Dear David,
Try to avoid Super A's attacks and sit tight 'til its bottom side is exposed. Then use your peripheral weapons to trash its hatch. When it stops flashing, move in and feed its face with lasers for a final Darius victory.

General

J.D. Goes Portable

Dear ASK THE PROS,
I absolutely love the new GamePro TV show. It's incredibly informative and has helped my playing skills tremendously. One thing puzzles me though. Each time I watch, J.D. Roth, the host of the show, is always holding a portable at the start of the show. What in the world is that system?

Dear Taylor,
J.D. Roth's portable of choice is the Atari Lynx! He's a huge Lynx fan. Since he logs so much travel time touring the country, he powers up with Atari as often as possible. J.D. also considers himself a master Tetris player on the Game Boy, and he's really into Columns on the Game Gear as well.

Ask the Pros Q&A

Direct your letter to ONE of of our three "Ask the Pros" departments: Current, for recent releases; Classics, for oldie-but-goodie stumpers; and General, for pro-to-pro advice, trivia, and technical queries. We'll try to print a mix in each issue. If your letter is published, you'll get a free GAMEPRO Super Shirt.

GAMEPRO MAGAZINE
Ask the Pros: Current, Classics, or General
P.O. Box 3329
Redwood City, CA 94064

It's a combination of Disney World, Epcot Center, the World's Fair, Hollywood, Woodstock, Broadway, the Smithsonian and the Land of Oz.

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PRO NEWS Report

Nintendo Tries to Buy the Seattle Mariners

Hiroshi Yamauchi, president of **Nintendo Company Limited** (Kyoto, Japan), and a group of Seattle businessmen have offered $100 million to Jeff Smulyan for the **Seattle Mariners** baseball team. The team, long rumored to be moving from the Washington state area, was put up for sale in early December.

The investor group, established as "The Baseball Club of Seattle," would be controlled by Yamauchi, who will own approximately 60%. The other 40% would be owned by local businessmen. Minoru Arakawa, president of **Nintendo of America, Inc.** will manage the family's investment. According to Arakawa, "The family's only motivation, along with other interested local parties, is to help this community save major league baseball. With more than 1,400 employees, Nintendo has deep roots in this community and state. This commitment is our family's way of saying 'thank you' to the citizens of Washington state."

If the sale goes through, will the Mariners change their name to the "Marios"? Will the team mascot become a green little dinosaur named "Yoshi"? Sounds scary!

A New Street Fighter II Coin-op!

Whether you're a casual quarter-slinger or a true arcade rat, you know **Capcom's Street Fighter II's** the hottest coin-op to come down the pipe in a long, long time. The new breed of Street Fighter II machines is here at last. This top-secret project, entitled **Street Fighter II: The World Warrior Championship Edition**, is an upgrade of the original kick-and-punch coin-op, with some new features and enhancements.

KO
19
ZANGIEF
ZANGIEF

PLAYER SELECT
SPAIN
U.S.S.R.
CHINA
JAPAN
U.S.A.
U.S.A.
INDIA
JAPAN
THAILAND
BRAZIL
1P
CHUN LI
2P
CHUN

441715
HI
722815
2P
722815
KO
CHUN LI
CHUN LI

Street Fighter II

For example, in the old version of SF II, you can play eight characters: Guile, Chun Li, Ryu, Ken, E. Honda, Zangief, Dhalsim, and Blanka. The final four fighters (Balrog, Vega, Sagat, and M. Bison) are reserved for the computer's use only. The Championship Edition enables players to choose from these four characters, as well. Another new feature is the option for two players to fight as the same character! That makes possible, for example, a Guile-versus-Guile showdown. Both new features total 78 possible match-ups (compared to the 28 possible with the original).

Software Toolworks and Nintendo Make "Mario" Partnership

Software Toolworks announced that it has reached an agreement with **Nintendo of America** to begin developing software for the personal computer market using the famous **Mario Bros.** The agreement covers the development of "edutainment" (educational products that entertain) software for computers, the NES, and the SNES. In addition to the aforementioned formats, Software Toolworks also has plans to create **CD-ROM** products featuring the Mario Bros. characters.

Nintendo Announces SNES CD-ROM; Key Licensees Granted Development Rights

Nintendo of America has announced that their **SNES CD-ROM** will be available January, 1993 for $200. Yet, according to sources at the Winter Consumer Electronic Show, Nintendo also stated that consideration for CD-ROM development licenses would not begin for several months. We've heard otherwise! Several third party developers have already been granted permission to start game development for the upcoming SNES CD-ROM system, including **Capcom**, **Konami**, **Square-soft**, and **Jaleco**. Stay tuned to GamePro for more news on the upcoming SNES CD-ROM and the first set of games available.

SNES and Game Boy Prices Reduced

In response to **Sega's** current domination in the 16-bit market, **Nintendo of America** has announced a $20 price reduction of the suggested retail price on the **Super Nintendo** – bringing their 16-bit system down to $179.95. They will also package **Super Mario Brothers 3** with their topselling **Nintendo Entertainment System**. Additionally, Nintendo also stated it will reduce the price of the **Game Boy** to $79.95.

Continued on page 92.

NOW THE POWER 2 FIGHT BACK...

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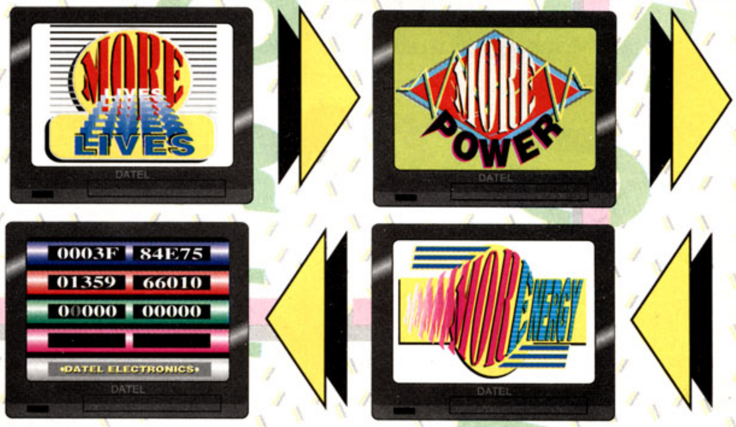
CARTRIDGE



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- Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for your 16 bit GENESIS console.
- Very simple to use - just enter the parameter code for the game that you are playing and that's it. Now you can play games to levels you didn't even know existed.
- Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow the user to effectively "re-program" their games cartridges so they can play their favourite games to destruction!
- Full instruction manual gives you the parameters for most of the latest games plus many of the older favourites. We give you simple, easy to use inputs to get more or infinite lives, more fuel, more energy, cheats, etc. etc. with your favourite GENESIS games.
- With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear. More parameters are available every month - free of charge to Action Replay owners!
- No user knowledge is required at all -if you can play the game you already know how to use Action Replay. All input is via the joystick/pad -it couldn't be simpler.
- Also works as an adaptor for Japanese type cartridges. (worth up to $30)

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Electronic Arts Sports Network Players Association

Electronic Arts announced that its **Electronic Arts Sports Network (EASN) Players Association** memberships will be available to the public. EASN Players Association Members will receive a kit containing great sports stuff, including an EASN baseball cap, EASN Sunglasses and SnugZ, EASN bumper sticker, EASN Players Association stickers, a John Madden Football ruler, an EASN embroidered patch, a membership card, and a pack of Skybox Series II NBA Trading Cards. In addition, members will receive advance notice on all new Electronic Arts sports games, including release dates and strategy hints. Memberships cost $10 (plus $4.50 shipping and handling) and can be ordered with Visa/MasterCard/Discover or by sending a check or money order to: EASN Players Association, P.O. Box 7530, San Mateo, CA 94403-7530.

Sega's American CD-ROM Games

Rather than releasing rehashes of the **Sega Mega-CD** drive's Japanese titles, **Sega of America** will produce some major CD-ROM blockbusters for the U.S. market, which will be ready in time for the release of their **Genesis CD-ROM** drive this Fall. Games based on **Batman**, **Home Alone**, **Young Indiana Jones**, and **Star Trek: The Next Generation** will be among the first set of American releases in the 4th Quarter of 1992. We'll get the goods for you...promise!

Do Not Call 1-800-GAMEPRO!

Think before you dial, GamePros! 1-800-GAMEPRO does not connect with **GamePro** magazine (Never did!), and the patient folks who do own this number do not want to discuss video games. Do not, repeat NOT, call this number. No! Nada! Nevermore!

BLOCKBUSTER VIDEO®

Top 10 NES Video Game Rentals April 1992

1. Tecmo Super Bowl
2. Teenage Mutant Ninja Turltes III - The Manhattan Project
3 Terminator 2: Judgment Day
4 The Simpsons: Bart vs. the World
5. G.I. Joe - The Atlantis Factor
6. Super Spy Hunter
7. Tiny Toon Adventures
8. M.C. Kids
9. Hook
10. Dragon Warrior III

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

JVC/Lucasfilm Games™ and GamePro challenge you to Strike Back at the Empire!

Becoming a Jedi Knight like Luke Skywalker in The Empire Strikes Back® takes unswerving instinct and fast thinking. Use the Force to answer the questions below. :

Entries must be mailed by **May 15, 1992** to qualify. Answer all the questions correctly, and we'll enter you in a drawing to win these awesome prizes:

Send your answers to:

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A JVC color television

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The Star Wars movie trilogy including Star Wars,® The Empire Strikes Back® and Return of the Jedi.®

Third Prize (25)

A 100% cotton, original design Star Wars T-shirt.

Fourth Prize (100)

An original The Empire Strikes Back poster.

Questions

1. What machine of destruction must Luke battle in his snowspeeder?
   a. Imperial walker
   b. Death Droid
   c. TIE fighter
2. Where does Luke run into vicious Wampas?
   a. The swamp on Degobah
   b. The ice caves on Hoth
   c. The Tatooine Desert
3. What creature does Luke ride to get around on the ice planet, Hoth?
   a. a Wamp rat
   b. a Mynock
   c. a Tauntaun
4. Who does Luke Skywalker go to meet on Degobah?
   a. Darth Vader
   b. Yoda
   c. Obi-Wan Kenobi
5. What craft does Luke pilot to the Cloud City?
   a. an X-wing fighter
   b. a landspeeder
   c. the Millennium Falcon
6. On what planet is the Cloud City located?
   a. Alderan
   b. Tibanna
   c. Bespin

Rules

- No purchase necessary to enter.
- One entry per person.
- Employees of GamePro, Lucasfilm, and their affiliates are ineligible to enter.
- Taxes are the responsibility of the winner.
- Void where prohibited, restricted or taxed by law.
- GamePro and Lucasfilm reserve the right to cancel this promotion at any time with appropriate notice.
- Winners names and prize information may be used by GamePro and Lucasfilm for any promotional advertising purposes without further compensation.

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DREAM T.V.	52.00	Apr.
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EXTRA INNINGS	49.00	Mar.
FINAL FANTASY 2	59.00	
GHOULS AND GHOSTS	53.00	
GUN FORCE	53.00	Mar.
HOLE IN ONE GOLF	53.00	
JACK NICKLAUS GOLF	53.00	Apr.
JOE AND MAC	49.00	
LEGEND OF THE MYST NI	52.00	Mar.
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THE LEGEND OF
THE MYSTICAL NINJA

SEGA

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HOOK	25.00	Apr.
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SIMPSONS	26.00	
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STAR TREK	25.00	Mar.
SUPER HUNCHBACK	24.00	Mar.
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TINY TOONS	25.00	Mar.
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WWF SUPERSTARS	26.00	

GAME BOY
STAR TREK

SEGA

GAME GEAR

TITLE	PRICE	MTH.
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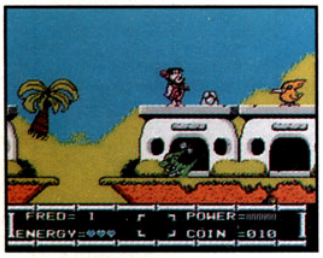
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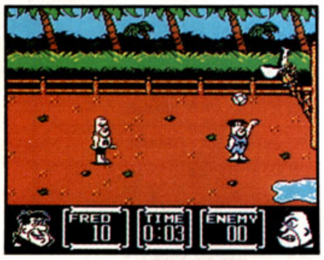
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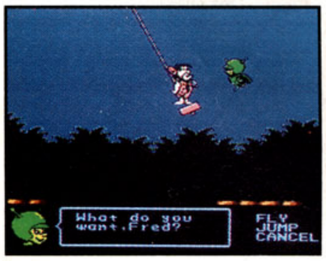
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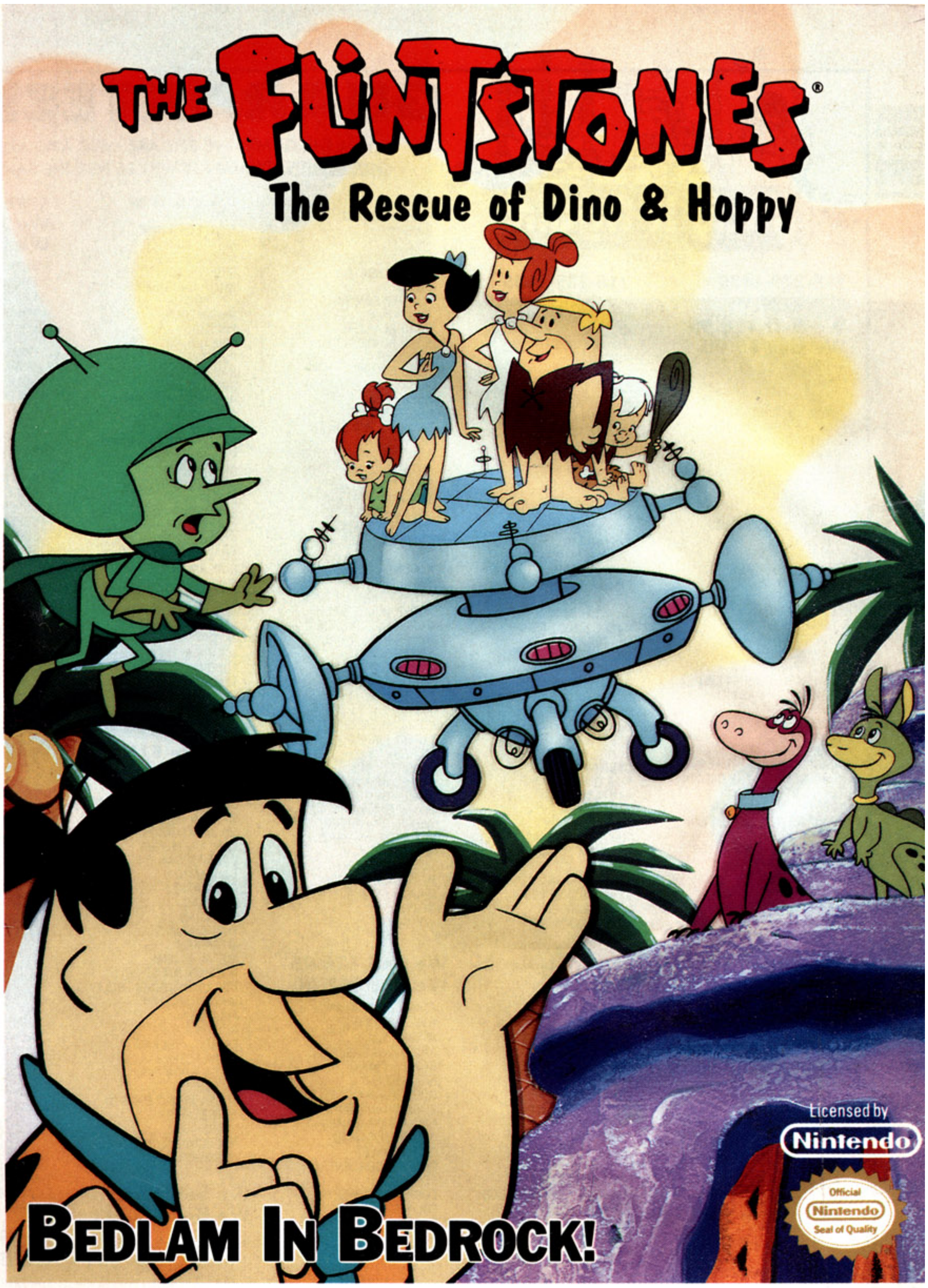
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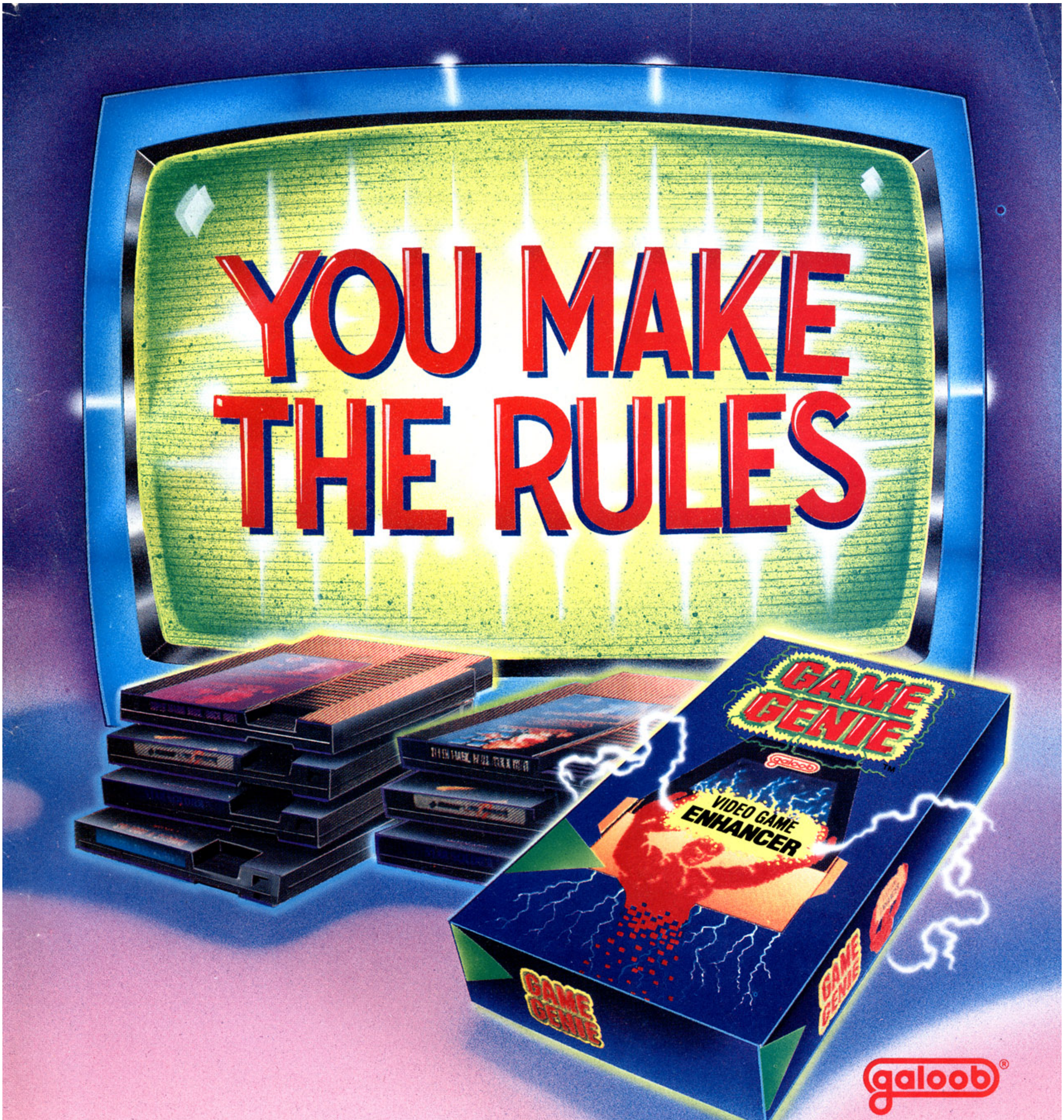

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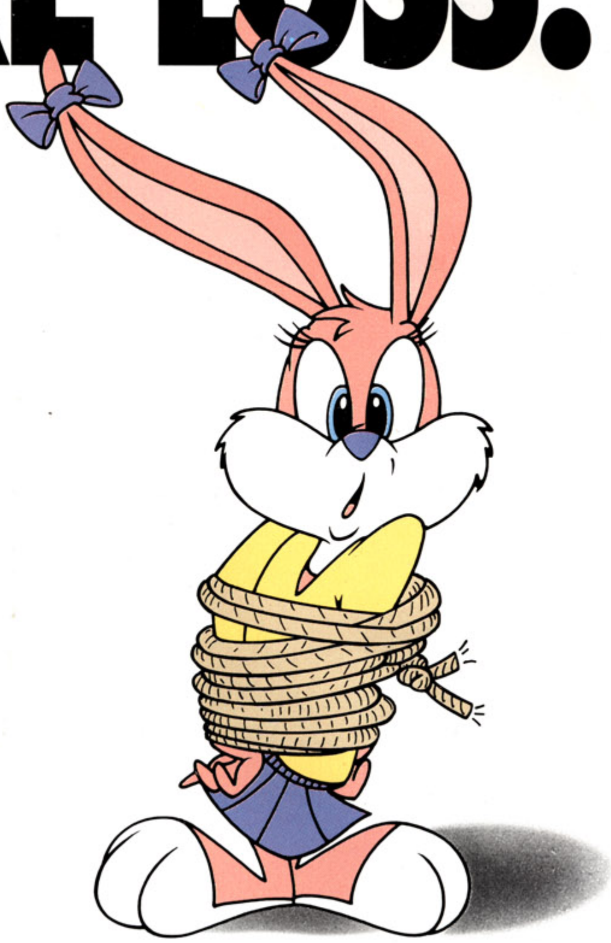
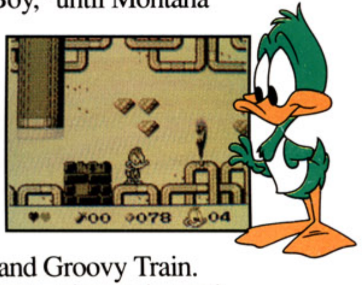
PREVENT HARE LOSS.

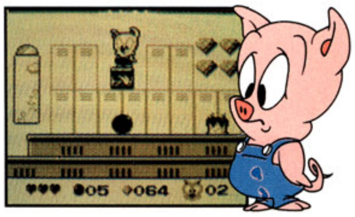


ALL NEW GAME!
Nintendo
GAME BOY
KONAMI
TINY TOON
Adventures
BABS' BIG BREAK
OFFICIAL
GAME BOY GAME PAK
LICENSED BY
Nintendo

Babs was about to get her Big Break in this all new adventure for Game Boy,® until Montana Max put her career on the ropes. Now you must join Buster, Plucky and Hamton to help save her dreams of stardom.



You'll bop, spin and fly through four toony levels packed with amazing cartoon-like graphics, including the Pipsqueak Pipe Maze and Groovy Train. You'll also power-up with attack carrots, pineapples and watermelons. Score big points in the Montana Mash subgame. And team up with Dizzy Devil, Furrball and other wacky characters in the most hare brained rescue mission ever conceived.



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